



17 April 2026

Committee Secretary
Senate Standing Committees on Economics
PO Box 6100
Parliament House
Canberra ACT 2600
Sent by email: economics.sen@aph.gov.au

RE: Inquiry into Treasury Laws Amendment (Delivering an Efficient and Trusted Tax System) Bill 2026

Dear Chair and Committee Members,

The Gaming Technologies Association (GTA) is pleased to provide this submission to the Senate Standing Committee on Economics inquiry into the Treasury Laws Amendment (Delivering an Efficient and Trusted Tax System) Bill 2026 (the Bill), specifically the proposed changes to the Research and Development Tax Incentive (RDTI) that would exclude gambling-related activities from eligibility.

The GTA is Australia's peak representative body for suppliers of gaming machine technologies. GTA members include leading Australian and international providers of Electronic Gaming Machines (EGMs) and technology equipment to both hospitality venues and government regulators. Our members include Ainsworth Game Technology, Aristocrat, eBet, IGT (Australia), Konami Australia, Light & Wonder, Onyx Gaming, and Tabcorp Holdings Ltd. Associate members include AGS, Paltronics Australasia and Utopia Gaming Systems, with JCM Global as an affiliate member.

Summary of Submission

The GTA does not support the Bill. While we acknowledge the Government's policy decision, our submission focuses on removing unintended consequences from the draft legislation and ensuring that harm minimisation related R&D investments, which align directly with ongoing State and Territory Government reform agendas continue to be supported.

The GTA submission raises the following concerns:

- **Industry wide R&D impact:** game development in Australia represents hundreds of jobs and millions of dollars in annual investment for GTA members. The broad exclusion proposed by the Bill risks undermining Australia's overall R&D investment at a time when it already sits at 1.66% of GDP, well below the OECD average of 2.7%. At a time of increasing economic uncertainty, this policy imposes unnecessary and detrimental costs on industry, jeopardising investment and jobs. GTA contends that creating a discriminatory tax burden on the gambling industry is counter to the governments own work around seeking to increase aggregate R&D investment, and is detrimental to Australia's broader innovation ecosystem and skill development goals.
- **Exclusion of harm-minimisation R&D:** the Bill's narrow harm-minimisation exemption does not fully capture R&D investments by GTA members that support regulatory reform objectives which in addition to harm minimisation, have a prime focus to support policy objectives such as account-based gaming, digital payments, AML/CTF compliance, and State and Territory government mandated technology trials.



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TECHNOLOGIES
ASSOCIATION

- **Perverse and inequitable outcomes:** the Bill, which for the first time introduces industry-based exclusions creates a precedent for further narrowing the scheme. Once the principle is established that government may restrict R&D concessions on the basis of the policy preferences associated with a given industry, rather than on the technical character of the R&D activity itself, the integrity of the scheme as a innovation policy tool is compromised. This haphazard approach to taxation policy also has practical implications for investor confidence and sovereign risk. Businesses making long-term R&D investment decisions must be able to rely on the stability and predictability of the tax framework. Industry-specific exclusions signal to domestic and international investors that the conditions under which R&D investments are made may be subject to retrospective or arbitrary change.

Recommendations

The GTA makes three recommendations to the Committee that maintains the spirit of the government's policy intent:

- **Recommendation 1:** Amend the draft legislation to narrowly exclude RDTI eligibility only for R&D activities related to the development of games played for real money, rather than applying a broad sector-wide exclusion.
- **Recommendation 2:** Amend the draft legislation to expressly allow RDTI eligibility for R&D activities that support gambling harm-minimisation measures (including those under the National Consumer Protection Framework and the Gaming Machine National Standard), AML/CTF compliance, and other State, Territory, or Federal Government policy priorities.
- **Recommendation 3:** Include statutory review provisions to ensure the definitional exclusions in the Bill remain current with technology developments and do not inadvertently exclude future gaming policy reform agendas, with appropriate consultation with industry and State and Territory Governments.

The GTA's full submission (appended) provides detailed evidence of member investments in harm-minimisation technology, account-based gaming trials, AML/CTF compliance, environmental sustainability, and workforce development. Such investments are at risk under the Bill as currently drafted. Should the Committee require further assistance, we would be more than happy to provide additional information to assist the Committee's deliberations.

Yours sincerely,



Jinesh Patel
Chief Executive Officer
Gaming Technologies Association





Appendix: GTA Submission dated 30 January 2026

Gaming Technologies Association Submission on the Research and Development Tax Incentive – Eligibility Exclusions Exposure Draft

The Gaming Technologies Association (GTA) was established in 1994 and is the peak representative body for suppliers of gaming machine technologies in Australia.

GTA members include leading Australian and international providers of Electronic Gaming Machines (EGMs) and technology equipment to both hospitality venues and government regulators. Our members include Ainsworth Game Technology, Aristocrat, eBet, IGT (Australia), Konami Australia, Light & Wonder, Onyx Gaming, and Tabcorp Holdings Ltd. Associate members include Paltronics Australasia and Utopia Gaming Systems, with JCM Global as an affiliate member.

Game Development is a significant area of employment and investment by our members that involves hundreds of jobs and millions of dollars of investment annually. The Government's policy decision to exclude gambling related R&D will have a very significant impact on our members and the work currently undertaken in Australia. Though we would prefer the status quo, we respect the Government has made a policy decision. What we want to achieve with our suggested amendments is the removal of unintended consequences and to honour the Government and industry's stated aim of harm-minimisation R&D.

We also support the ongoing work with Commonwealth, State and Territory governments to meet AML, CTF and other measures around account-based gaming and digital payments, that all levels of government are working cooperatively with the sector to achieve, to provide a safe gaming environment for all. Therefore, GTA does not support the draft Bill in its current form.

Australia's R&D tax concessions are general tax measures available to all Australian companies that undertake qualifying research and development activities in Australia. It is a key mechanism for encouraging scientific innovation in Australia. The scheme is not solely an innovation policy, it is also a workforce development mechanism in which gaming plays an important role. By encouraging businesses to invest in research and development, the scheme directly supports the creation and retention of high-skilled jobs in engineering, data science, cybersecurity, compliance, and advanced manufacturing.

This Bill, which seeks to limit accessibility to certain industries, poses a risk to Australia's scientific and technological talent pool, and stymies innovation across the board of all industries. The logic used to exclude the gaming industry (i.e. that all EGM players are problem gamblers), is akin to assuming that every consumer of an alcoholic beverage is an alcoholic, that all consumers of junk food are morbidly obese, and that all consumers of confectionary products are diabetics. This contrasts with the tobacco industry where evidence suggests that every cigarette does cause a level of harm.

EGMs are a legal and highly regulated form of recreational entertainment, offered in licensed venues. Manufacturers and licensed venues are reputable businesses that operate within a robust compliance framework designed to ensure safety, fairness, and accountability. GTA acknowledges that problem gaming is an important public and social policy issue, however contemporary research findings estimate that only 2% of Australian's who gamble are clinically classified as problem gamblers. That said, EGM participation has declined over time, for example in the ACT, participation rates fell from 30.2% in 2009, to



19% in 2019¹. When you compare these figures to the most recent data in 2022 from the Australian Bureau of Statistics on Alcohol Consumption², which state more than one in four (26.8% or 5.2 million) adults aged 18 years and over exceeded the Australian Alcohol Guideline, it brings into question the fairness of singling out the gambling sector.

GTA is also of the very strong view that singling out and excluding the gaming industry from being eligible to claim these R&D tax concessions, would result in a set of perverse outcomes whereby X Business from Y industry is able to claim an R&D tax credit, while A Business from the gambling industry is prohibited to claim the same credit for the exact same purpose or initiative, simply because they operate in an arbitrarily proscribed industry.

This arbitrary exclusion or proscription of the gambling industry ipso facto, essentially acts as a penalty for any business operating within the gambling industry, despite that business not demonstrating or performing any adverse, unethical, or illegal behaviour or practice, which the GTA asserts is a fundamentally antithetical limitation to place on any business or person in a free, fair, and democratic nation like Australia. In fact, closer scrutiny of ESG reporting by GTA members and a greater understanding of the industry's efforts in supporting State and Territory reforms around gambling harm-minimisation, anti-money laundering measures, and counter terrorism financing, would demonstrate EGM manufacturers and system providers are just as, if not more proactive, than others in similar highly-regulated sectors.

Adjacent to the perverse outcome whereby a singular industry may be targeted and excluded from particular R&D tax credits, while other businesses from other industries are happily granted the same exact credit, ancillary (non-gambling) businesses that a business within the gambling industry might engage to develop the innovations and technologies that the R&D tax credits are used for, would also be perversely penalised by this arbitrary exclusion, as the proscribed gambling business may no longer have the required capital or resources to fund such product research and prototypes without the assistance of the R&D tax credit.

This outcome is surely antithetical to the Albanese Government's laudable focus on, and support for, Australian industry and businesses from small to large right across the country, as demonstrated by initiatives such as the Future Made in Australia Innovation Fund.

Furthermore, the exclusion of any sector from an R&D Tax incentive is without global precedent and contradicts the Australian Government's own efforts to address declining R&D investment which now represents 1.66% of GDP, well below the OECD average of 2.7%. Excluding Australian gaming companies will only exacerbate this gap and potentially encourage the loss of locally employed talent to cheaper offshore regions.

While GTA does not agree with this policy decision, this submission seeks to make three recommendations to government to ensure that industry can continue to support R&D initiatives that seek to support ongoing gaming reforms underway by State and Territory governments, of which the detail is outlined further in this submission.

¹ Anu.edu.au. (2016). Gambling reform in the ACT, 2016–2024: What impact on gaming machine expenditure? | POLIS: The Centre for Social Policy Research. [online] Available at: <https://polis.cass.anu.edu.au/research/publications/gambling-reform-act-2016-2024-what-impact-gaming-machine-expenditure>.

² Australian Bureau of Statistics (2023). Alcohol Consumption. [online] Australian Bureau of Statistics. Available at: <https://www.abs.gov.au/statistics/health/health-conditions-and-risks/alcohol-consumption/latest-release>.



GTA makes the following recommendations, noting that the regulation of EGMs is largely conducted at a State and Territory level:

Recommendation One:

- Amend the draft legislation to exclude the eligibility of R&D tax concession for activities related to game development of products which are played for real money.

Recommendation Two:

- Amend the draft legislation to allow R&D tax concessions for activities that support gambling harm-minimisation measures such as:
 - Support gambling harm-minimisation measures generally, including those contained in The National Consumer Protection Framework and the Gaming Machine National Standard;
 - Anti-money Laundering (AML) and Counter Terrorism Finance (CTF) laws/compliance;
 - Any other goal, target or policy priority of State, Territory, or Federal Government (for example climate/energy or e-waste targets).

Recommendation Three:

- Include statutory review provisions to ensure that definitional exclusions keep pace with technology developments, and do not unintentionally exclude any future gaming policy reform agendas, with appropriate consultation with industry, as well as State and Territory Governments.

State and Territory Gaming Reforms

The specific use of the R&D tax concession by GTA members is through the development of new gaming experiences and innovative new products, to support best practice harm-minimisation and anti-money laundering efforts, consistent with ongoing State and Territory Government gaming reforms.

As the peak representative body for the gaming sector in Australia, GTA has been actively engaged with governments on implementing several gaming reforms, which has included committing to significant investments in digital payment trials and product development, consumer protection measures, and account-based gameplay.

The regulation of Electronic Gaming Machines (EGMs) in Australia is largely conducted at a State and Territory level. State and Territory Governments govern the Australia New Zealand Gaming Machine National Standard, set harm-reduction policies, manage licensing of manufacturers and operators, manage machine cap numbers, and conduct regulatory compliance. Gaming machine taxation regimes are also managed by State and Territory Governments and to apply this.

Move to Account-based Gaming and Digital Payments

Recent regulatory trends which have emanated from manufacturer-led trials of digital account-based cashless solutions have been ongoing since 2020.

Cashless payment technologies allow for physical cards or digital wallets or gaming machines to be funded digitally without the need for cash. Further, a move to digital payments through direct account transfers or via debit cards take cash out of the system, creating transaction records, therefore reducing



the potential for money laundering through EGMs. Such technologies also allow cash to be moved on to player accounts, creating transaction records enhancing efforts by industry and governments to reduce and prevent money laundering.

The approach to reform has differed from jurisdictions and the GTA and its members remain engaged with governments who are grappling with how best to implement these reforms. At this stage, no regulator has product approval pathways or legislative frameworks in place that would facilitate the permanent rollout of such technologies in venues outside of casinos.

The fundamental pillars of approaches and key policy considerations are summarised below:

Implementation

- Continued use of hybrid model (use of cash and digital payments) with potentially, limits on unidentified cash
- EGMs going cashless all together with funds loaded via digital payments or cash loaded onto account via a cashier or terminal
- Mandatory cashless across all venues
- Multi-venue cashless approach or single account per venue

Funding Mechanisms

- Electronic fund transfers from a bank account
- Debit card payment
- Other payment technologies (eg. Apply Pay, Samsung Pay, PayID etc)
- Through existing ticket systems (TITO)

Identification Requirements

- Mandatory ID
- Mandatory ID and account matching
- Mandatory ID with single player account

Player Account Location

- Venue held
- Located via mobile
- Centralised account facility accessible by all venues

Player Account Mediums

- Mobile digital wallet
- Smart card
- Magnetic stripe card

Harm-minimisation Measures

- Player set limits
 - Spend limits
 - Time limits
 - Prize pay-out limits
 - Are winnings partially quarantined?
 - Ability to set breaks
- Harm-minimisation messaging



- Real-time player activity statements
- Self-exclusion
 - Potential link to a government and/or venue run scheme

Data Security and Privacy

- Development of policies and standards
- Standards around data storage and record keeping
- Risk management and assessment systems
- Incident response and reporting

Significant R&D investment in products that comply with these pillars by manufacturers has shifted the approach taken by governments over time, and is starting to inform how they phase implementation, how they approach player accounts (eg. single venue, multi-venue or jurisdiction wide player account), and how that all works with existing EGM network, infrastructure, payment networks and gaming systems.

These policy complexities and the current and ongoing focus by governments on harm-minimisation, is proof that there is a clear investment horizon for further research and development investment to develop products and potentially fund further technology trials.

The draft Bill in its current form, would unfairly exclude such investments, as it falls outside the narrow harm-minimisation exception, due to the additional functions which have other benefits around consumer protection and anti-money laundering. Such necessary investments only strengthen regulatory compliance and improves adherence to evolving Australian laws. Not amending the proposed narrow harm-minimisation exception will only hinder the capacity of EGM manufacturers and system providers to develop products, and to fund the initiatives required for implementation of which many occur under voluntary settings through regulatory sandbox³ and pilot trial arrangements^{4,5}.

New South Wales

Several trials have been conducted in New South Wales since 2022 via a 'Regulatory Sandbox' framework established under Section 66 of the Gaming Machines Act 2001.

The development of technologies trialed in licensed venues, were informed by a set of minimum standards focusing on anti-money laundering, gambling harm-minimisation tools, and privacy/cybersecurity provisions.

Examples of harm-minimisation tools include self-exclusion, live player activity statements, breaks in play, and the ability to set time and spend limits.

Cashless gaming trials conducted in NSW on a voluntary basis and funded by manufacturers include:

- Aristocrat-Wests Newcastle trial which commenced in October 2022 (initial 36 machines and expanded to 140 machines) concluding in June 2023.
- IGT-Club York Trial commenced in April 2023 (112 machines) concluding in October 2023

³ Austlii.edu.au. (2026). *GAMING MACHINES ACT 2001 - SECT 66 Non-approved gaming machines may be kept on trial basis*. [online] Available at: https://classic.austlii.edu.au/au/legis/nsw/consol_act/gma2001130/s66.html

⁴ Liquor & Gaming NSW (2025). *Regulatory Sandbox trials*. [online] NSW Government. Available at: <https://www.nsw.gov.au/business-and-economy/liquor-and-gaming/gaming/gaming-machines/regulatory-sandbox-trials>

⁵ Vic.gov.au. (2025). *New Trial To Help Prevent Gambling Harm*. [online] Available at: <https://www.premier.vic.gov.au/new-trial-help-prevent-gambling-harm>.



GAMING
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- Light & Wonder – Crows Nest Hotel and Charles Hotel (60) machines participated Independent Panel on Gaming Reform trial but was approved prior to the establishment of the Panel via the regulatory sandbox.
- NSW Independent Panel on Gaming Reform trial⁶ ran from April to September 2024 across 14 venues in 10 local government areas capturing 2338 EGMs. This trial came at a collective cost of \$30 million to GTA members. The Panel, consisting of industry and community sector members was established by the NSW Government on 13 July 2023 and tasked with establishing a trial and delivering a broader reform roadmap report⁷.
- The NSW Government has also committed to establishing a State-wide self-exclusion scheme which will be underpinned by facial recognition technology.

Victoria

The Victorian Government introduced the *Gambling Legislation Amendment (Pre-commitment and Carded Play) Bill 2024* which passed in May 2025, establishing a framework requiring player cards and pre-commitment limits. It also mandated slower spin rates on EGMs, identification verification for payouts over \$2,000, and provided further powers for the regulation of player card systems.

A trial of mandatory carded play was conducted from September 2025 to November 2025 across 43 venues in the City of Monash, City of Ballarat, and Greater Dandenong LGAs.

While the trial was facilitated via the licensed monitor of the Centralised Monitoring System, significant work had to be undertaken by system providers and manufacturers to ensure that EGMs could continue to operate, and that machines would be locked or pause without cards being used, with appropriate on-screen messaging for customers.

Tasmania

Tasmania became the first jurisdiction to propose a single, statewide mandatory player card covering all gaming venues in 2021⁸.

The proposal encompassed no use of cash, no anonymous player accounts, time limits with mandatory breaks, pre-commitment limits with defaults of \$100 loss per day, \$500 per month, and \$5,000 per year.

The system which was due to commence in 2024 has been subsequently delayed due to technical complexities and cost escalations.

On 23 January 2026, the Tasmanian Government announced a suite of reforms⁹ to gaming which includes longer closing hours for gaming areas in hotels and clubs, a Ticket In and Ticket Out system and provisions to make self-exclusion immediate.

Currently, Tasmanian hotels and clubs have a mandatory four-hour closure of their gaming areas registered at a time of their choosing. The enforced closing period will be increased by 75 per cent to seven hours every 24 hours.

⁶ Liquor & Gaming NSW (2025). NSW Cashless Gaming Trial. [online] NSW Government. Available at: <https://www.nsw.gov.au/business-and-economy/liquor-and-gaming/gaming/gaming-resource-library/cashless-gaming-trial>.

⁷ Roadmap for Gaming Reform Report from the Independent Panel on Gaming Reform to the Minister for Gaming and Racing Independent Panel on Gaming Reform Contents. (2024). Available at: <https://www.nsw.gov.au/sites/default/files/noindex/2025-08/roadmap-for-gaming-reform-volume-1.pdf>

⁸ Tas.gov.au. (2026). Player card and cashless gaming | Treasury and Finance Tasmania. [online] Available at:

<https://www.treasury.tas.gov.au/liquor-and-gaming/gambling/community-information/player-card-and-cashless-gaming>

⁹ <https://www.premier.tas.gov.au/latest-news/2026/january/new-egm-harm-minimisation-measures-implemented-in-tasmania>



Ticket In Ticket Out will also be introduced into hotels and clubs with limitations as follows:

- A ticket can only be loaded onto a gaming machine to a maximum of \$200; and
- An electronic gaming machine can only be loaded with a maximum of \$100 at any given time.

The current cap on electronic gaming machines for hotels and clubs in Tasmania is 2,350 and historically has not been met. Hotels and clubs will have until 30 June 2026 to apply for licences to meet this cap, should they wish.

After 30 June, a new cap will be in place which will be the number of EGMs taken up at this point. After this, the intention is the cap will be reduced through natural attrition over time where every second surrendered or forfeited machine will be removed from the cap.

Facial recognition technology will also be mandatory with images of all registered excluded patrons obtained through the Tasmanian Gambling Exclusion Scheme. This is designed to make venues more effective at enforcing exclusion.

Further, venues will be permitted to host an ATM onsite under the condition it is fitted with facial recognition technology with a limit set for withdrawals every 24 hours.

Australian Capital Territory (ACT)

The ACT Government has committed to introduce mandatory, account-based cashless gaming this year. It will include mandatory pre-commitment, mandated breaks in play, and delayed top-up mechanisms and delayed access to winnings. This will occur as part of a legislated framework, as opposed to trial settings as has occurred in New South Wales and Victoria.

Industry Innovation Funding for Responsible Gambling and Environmental, Social and Governance (ESG)

Given the stringent regulatory environment of gaming and gambling in Australia, manufacturers of gaming technologies invest significant amounts of economic and labour-intensive resources to promote and support responsible gambling, and the implementation of harm-minimisation measures.

Further to the expenditure of resources to support and promote responsible gambling and the implementation of harm-minimisation measures, gaming businesses are also required to allocate significant resources in order to maintain their gaming licenses and associated conditions in State and Territory jurisdictions. Some investments in these areas are currently eligible for R&D tax concessions, not only for the gaming industry, but for a number of other non-gambling industries as well.

As previously stated, GTA is of the very strong view that singling out and excluding the gaming industry from being eligible to claim these R&D tax concessions, would result in a set of perverse outcomes whereby X Business from Y industry is able to claim an R&D tax credit, while A Business from the gambling industry is prohibited to claim the same credit for the exact purpose or initiative, simply because they operate in an arbitrarily proscribed industry.

This arbitrary exclusion or proscription of the gambling industry ipso facto, essentially acts as a penalty for any business operating within the gambling industry, despite that business not demonstrating or



performing any adverse or illegal behaviour or practice, which the GTA asserts is a fundamentally antithetical limitation to place on any business or person in a free, fair, and democratic nation like Australia.

Adjacent to the perverse outcome whereby a singular industry may be targeted and excluded from particular R&D tax credits while non-gambling businesses and industries are happily granted the same exact credit, ancillary (non-gambling) businesses that a business within the gambling industry might engage to develop the innovations and technologies that the R&D tax credits are used for, would also be perversely penalised by this arbitrary exclusion, as the proscribed gambling business may no longer have the required capital or resources to fund such product research and prototypes without the assistance of the R&D tax credit.

This outcome is surely antithetical to the Albanese Government's very strong and laudable focus on, and support for, Australian industry and businesses from small to large right across the country, as demonstrated by initiatives such as the Future Made in Australia Innovation Fund.

Areas of Investment by EGM Manufacturers and System Businesses

GTA has sought to provide an overview of investments made by the gaming industry that are currently permissible to attract R&D tax concessions under the existing legislation, investments which are also made by many other businesses in non-gambling industries, but which will now be excluded or proscribed by the proposed Exposure Draft Bill:

- Responsible Gambling and harm-minimisation
- License maintenance expenditure
 - Internal governance/compliance
 - Anti-Money Laundering (AML) measures and regulatory compliance
 - Counter Terrorism Financing (CTF) compliance and regulatory compliance
- Environmental
 - Product life-cycle environmental management of equipment
 - Investments to comply with government or company sanctioned energy efficiency/climate targets
 - Investments to comply with internal company environmental and sustainability targets
- Human capital related investments
 - Workforce development
 - Workplace Health and Safety (WHS)
 - Workplace Diversity and Inclusion (D&I)

Case studies of examples of ESG related investments that are broadly funded within R&D investments by manufacturers are included below.

Responsible Gambling and Harm-minimisation

While this submission has covered the gaming industry's significant investments in account-based gaming and digital payments, there are a range of other responsible gambling initiatives that manufacturers fund such as:



- Product embedded harm-minimisation tools
 - The ability to set voluntary time and spend limits on-screen on some EGMs
 - Real-time alerts
 - Venue-control alerts through venue management systems
- Player education and messaging
 - Written and digital collateral
 - Research partnerships
 - On-screen messaging

Case study: Flexi Play (Aristocrat)

Flexi Play, an Aristocrat EGM-based tool implemented in most Australian jurisdictions, has been designed to help players manage their time and spending on Aristocrat machines. The Bank and Timer functions are the core elements of Flexi Play and provide players with the ability to set a reminder when they want to finish their play and also secure any winnings such that they may only be accessed when they conclude play.

The Bank and Timer features are available on new Aristocrat gaming machines approved by regulators in New South Wales, Queensland, Australian Capital Territory, Northern Territory, South Australia, and New Zealand.

In New South Wales alone, the number of gaming machines equipped with Flexi Play features has increased by over 160% in the past 12 months.

In 2025, over 11,000 machines across almost 1,400 venues in New South Wales were operating with these enhanced functionalities, a significant step forward in our progress towards this goal. Aristocrat also plans to offer Flexi Play functionality in Tasmania in FY26.

Environmental Investments

EGM manufacturers investments in these areas are largely centred on:

- Energy transition investments, facility and product-based
- Circular economy investment
 - Machine refurbishment
 - e-waste reduction
- Logistics and manufacturing emissions reduction
 - Reducing transport mileage
 - Transitioning vehicles to electric and hybrid vehicles

Case study – Energy Efficient EGMs (Light & Wonder)

Light & Wonder has established a partnership with Intertek for product efficiency evaluation and certification as part of its commitment to reduce power consumption across its product line.

Part of this innovation, has been an ongoing transition to LED display panels and more efficient power supply units in EGMs. For customers who do not operate 24/7 venues, a new feature has been



GAMING
TECHNOLOGIES
ASSOCIATION

introduced in the European market allowing operators to disable machine screens during quieter hours to conserve energy.

Light & Wonder is progressing toward global implementation of this capability and investing in further research to improve energy efficiency. Compared to the 2017 EGM model, new EGMs with this feature consume 40% less power which includes a power supply that is 90% more efficient.

Further Information

GTA has provided an overview of ongoing investment by its members to support harm-minimisation and AML/CTF initiatives underway by jurisdictional governments. An overview of this work is contained in this submission and the recommendations put forward seek to ensure that these reform efforts are not jeopardised now or into the future.

For Further Information Please Contact:

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Date: 30 January 2026