

ABSTRACT

The casino industry has a long history. Public attitudes toward gambling change with time. The trend of legalizing casino industry prevails at present. New countries with legalized casino industry need to set rules, and established jurisdictions also are renewing their laws.

Most jurisdictions restrict the operation of casinos while legalizing gaming. The gaming industry is different from other sectors; it used to be a sin industry, forbidden by many jurisdictions for a long time. The reopening of such an industry generates benefits to the local government but also accompanies problems. The government needs to balance the benefit from the casinos and the influence of economic and social, moral, political, health and safety factors, using laws to decrease the harm and maximize the profits that the casinos could bring to the society.

Every government faces the problem of how to set up a regulation system more suitable for the jurisdiction, as there is no international standard to follow. For this, it is necessary to observe the successful experiences of other jurisdictions. Still the usage for reference of others' experience is limited. The reason for choosing the best way to conduct gambling is based on each jurisdiction's own condition. A casino industry regulation model cannot be easily duplicated, because each jurisdiction has its own economic variables, legal traditions and different goals to achieve.

In general, each government has to take the following factors into consideration: market access system; supervision of daily operation; taxation and accounting; regulation of casino operators; regulatory structure; geographic restriction of the location of casinos; possible restriction of access to the venues by local citizens, etc.. Any jurisdiction must consider these elements.

Part II of this thesis discusses a number of jurisdictions with legalized gambling, comparing the different ways of regulating gaming. The jurisdictions included in the study are Macau, Nevada, New Jersey, Great Britain and Victoria, which have a successful precedent of regulating gambling. Also discussed are some of the new Asian jurisdictions: Malaysia, Singapore, Philippines, Korea and Taiwan. The comparison between these jurisdictions will provide a general overview of current casino regulation models.

In Part III, each important factor in the regulation of the casino industry is discussed. What types of regulation exist and how do they work? What kind of society is each type most suitable for? This part dissects the advantages and drawbacks of each type of regulatory model.

Because of the boom of casino legalization during these years, many

jurisdictions do not have experience in casino regulation. This research is for consultant for governments which want to legalize casino industry. With specific introduction of the casino sectors established around the world, and analysis of the rationale behind the regulatory systems. Moreover, this work will help those countries to gain an insight into the modern casino industry and to set up the casino industry regulatory structure.

Key words: Gaming regulation, Casino, License, Concession, Taxation, Regulatory agency, Public Policy.