

Instructions for Authors

UNLV Gaming Research & Review Journal

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PUBLICATION SCHEDULE. The *UNLV Gaming Research & Review Journal* is published two times a year. The projected schedule is April and October. Articles should be submitted from six months to one year in advance.

SUITABLE TOPICS. The *UNLV Gaming Research & Review Journal* is a general gaming journal that publishes in many gaming and gaming-related areas. Past topics include: gaming law and regulation, problem gambling, casino management and marketing, casino customer relations, gaming operations, Internet gambling, Indian gaming, riverboat gaming, lotteries, racing, sports betting, socio-economic aspects of gaming, human resources in gaming, feasibility studies, gaming education, gaming trends and technology. As gaming develops and expands, so too will journal coverage.

MANY ACADEMIC DISCIPLINES. Since gaming impacts many facets of life it is anticipated that professionals in many fields may be investigating this topic. Areas of research may include, but are not limited to history, sociology, psychology, business, finance, taxation and revenue, legislation, information technology, intellectual property, leisure studies, casino hotel management, mathematics, and organizational management.

PEER REVIEW. Scholarly articles will be submitted to academic professionals for critique and suggestions for improvement. Reviews are blind and several reviews may be solicited for each article. Authors will receive anonymous reviewer feedback from the journal Editor to assist in revising or updating the article. Final decision to accept an article will not be rendered until revisions are completed.

MINOR ARTICLES AND SPECIAL FEATURES. In addition to scholarly research, the *Journal* also publishes book reviews and industry expert opinions in short features at the back of the journal. Supplemental materials such as reviews and opinions are not subject to peer review.

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