GLI-LGS Revision History

Executive summary for GLI-LGS Version 1.0

Revision History Outline

Current version:	GLI-LGS Version 1.0
Previous version:	No prior GLI-LGS edition

Revision 1.0

Notable Changes

- Created GLI-LGS Version 1.0 as a standalone Live Gaming Studio assessment guide, incorporating and expanding upon relevant live-game and Live Game Services concepts previously addressed within GLI-19 Version 3.0.
- Established the purpose, scope, standards consulted, and regulatory necessity for independent Live Gaming Studio assessments. (Introduction)
- Establishes initial and annual Live Gaming Studio assessment expectations, including regulatory flexibility for multi-jurisdictional assessment scheduling. (Assessment)
- Established integrity and security assessment expectations aligned with the GLI Gaming Security Framework. (Assessment)
- Clarified certification expectations for live gaming components and live games, including treatment of commercial off-the-shelf and modified off-the-shelf components. (Certification)
- Expanded controls for remote-player information and transparency, live audio and video quality, transmission delays and interruptions, and correlation between player wagers or selections and studio activity. (Controls)
- Expanded studio governance, physical security, surveillance, production-area, communications, environmental, continuity, and incident controls. (Controls)
- Established detailed lifecycle controls for Live Gaming Equipment, including specifications, change management, shipping and receiving, installation, software signature verification, access, maintenance, malfunction, replacement, removal, retirement, and destruction. (Controls)
- Expanded handling, recording, analysis, automated recognition, integrity, discrepancy resolution, and retention expectations for live-game outcome data. (Controls)
- Expanded physical randomness device controls for randomness, durability, digitization and transmission, data integrity, discrepancy resolution, operating procedures, monitoring, logging, and statistical assurance. (Controls)
- Expanded live-game procedures for review, integrity monitoring, anomalous events, shuffling, tamper-proof devices, operational variations, monitoring, reporting, RTP evaluation, and progressive or incrementing jackpots. (Controls)
- Expanded personnel controls for hiring termination, background checks, training, scheduling, records, organizational structure, supervision, and segregation of duties. (Controls)
- Established terminology specific to Live Gaming Studios, Live Gaming Operations, platforms, remote player interfaces, equipment, randomness devices, and studio controls.
- GLI-19 Version 4.0 retains technical requirements for interactive live games, while GLI-LGS addresses the studio's assessment and operational-control framework.
- Established lifecycle controls for Live Gaming Studio consumables, including specifications, secure storage and access, inventory and audit trails, inspections, and disposal.

Source and Scope Note

This revision history summarizes the establishment of GLI-LGS Version 1.0 and its relationship to relevant Live Gaming Studio requirements previously addressed within GLI-19 Version 3.0.