

Technology in Casino-Birth, Development and Future

This is why it won't be long until we see holographic casino tables, VR casino experience without moving from the couch or smart-casinos with AI bots that will replace some of the casino staff, like for example a dealer.

The development of casinos with technology has been a long process. From the earliest days with slot machines to today's online casino /kaszino, many innovations have occurred in the casino industry. The birth of slots and electronic roulette machines created some of the most popular games that still exist today.

Picture 1 of Technology in Casino-Birth, Development and Future

Beginnings

Casinos used to be stripped of technology with just cards and dealers. They used to be the only option for entertainment because they were everywhere, however not always legal.

In 1891, mechanic Charles Fey created a slot machine and in 1907 brought it into a casino. It was an instant hit with gamblers wanting more than just cards or dice games. The pre-electric slots became widely popular during World War II when nickel machines started popping up on the street corners.

In the 1940's, there were more than 110,000 slot machines in operation and they accounted for 70% of casino revenues. As time went on casinos started to add new types of games including electronic roulette which was invented by Claude Freidman who also created a computerized blackjack game called Blackjack-21.

Development

With the first slot machines and electronic roulette casinos stepped into a whole new world of games and entertainment. As technology developed new machines were invented to bring the casino experience from just a few games in one room with no windows, into an all out sensory dungeon for gamblers.

Casinos brought more and more machines to their gaming floors. Casinos started to offer arcade-style video poker, slot machine jackpots that could be won by matching the right symbols in a row on the screen, or virtual horse races where gamblers bet on horses with stats like speed and stamina but never had to leave their seat at casino premises to go on a derby.

Gambling industry is characteristic since it is obvious that if they won't follow new technologies, they simply will not be able to exist in the future. Nowadays casinos offer at least tens of slot machines on the gaming floor

and some other digital games like blackjack, roulette and craps.

The birth of online casinos was a big step for the casino industry as it allowed gamblers to gamble on their favorite games from the comfort of their own home without having to leave their house. It created a whole new branch in this industry. Online casinos gained popularity in a rapid speed from the years 1999 to now. New games come out almost every month and online casinos need to keep up with the latest and most popular games. Slots machines are the most played on online casinos, followed by blackjack and roulette.

More or less in the same time when casinos started to appear online, bookmaking was also started to be possible via online sports betting platforms. They offer many services like e-sports betting, live bets and in play bets on a wide variety of sports events.

Online casinos and bookmaking are still developing as they compete with each other to provide better service for gamblers by constantly inventing new games or improving the existing ones.

In betting we can also see major changes like possibility to bet on Esports events like Fantasy Sports, co-op games tournaments like CS:GO or League Of Legends and live betting.

The development of technology in casinos combined with changes and improvements made by the casino operators create a really tempting environment for gamblers where it is easy to lose track of time or money.

What is the future of technology in gambling industry?

-Virtual reality is becoming more and more popular in gambling industry. It is already used for bingo halls, poker rooms or even slot machines. It will only grow to the point in which to enter the casino we may not need to move from our couch at home.

-Holograms are already a thing but they are still in development. It is possible that holograms will replace dealers and other casino staff as these technologies become more sophisticated.

-The use of blockchain technology may disrupt the gambling industry by providing a fast, transparent and secure way to monitor games with no need for third party involvement or human error.

-AI presence is becoming more and more common in gambling industry, with chatbots or virtual assistants that can answer questions about the casino games. In future AI bots will replace some of the casino staff.

Conclusion

Technology in casinos appeared almost 1000 years ago. Since then, the use of technology in casinos has gone through many transformations and is now one of the most important aspects for casino owners to take into account when designing a new gambling enterprise. Gambling industry simply relies on technology because to lure younger generations they need to offer something different and engaging.

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