History of American Indian Gaming
Course Design
2005-2006

Course Information

Organization: Eastern Arizona College
Division: Business
Course Number: GAM 106
Title: History of American Indian Gaming
Credits: 3
Developed by: Dr. Stephen Cullen
Lecture/Lab Ratio: 3 Lecture/0 Lab
Transfer Status: Non-transferable
Activity Course: No
CIP Code: 52.0901
Assessment Mode: Pre/Post Test (15 Questions/60 Points)
Semester Taught: Upon Request
GE Category: None
Separate Lab: No
Awareness Course: No
Intensive Writing Course: No

Prerequisites
None

Educational Value
The course is designed for students who wish to pursue a career in casino management or who wish to advance their career in the growing service industry of gaming/casino. The course is also design to assist the student to gain an overview of the evolution of gaming.

Description
This course reviews the historical landmarks in the casino and gaming industry within the United States. It focuses primarily on the legalization of gaming in the southwestern United States. The course offers opportunity to examine the economic and employment impacts of gaming on local jurisdictions. Students will also review the current and future developments of gaming.
**Supplies**
Notebook
Pen/Pencil
Access to the World Wide Web

**Competencies and Performance Standards**

1. Develop an understanding and identify the conflicts over American Indian tribes' gambling operations, focusing on tribes in New Mexico and Oklahoma.

   **Learning objectives**
   What you will learn as you master the competency:
   a. Trace the history and describe major court cases that impacted the development of Indian gaming.
   b. Review State compact Agreements and Indian Regulatory Act and describe their impact on Native American gaming.

   **Performance Standards**
   Student will demonstrate competence by:
   o Through class discussion
   o Objective Test
   o Group discussion
   o Electronic research

   Student performance will be successful when:
   o Outlines important historical dates in evolution of Indian gaming
   o Gain understanding the reasons for Indian gaming to gain support for tribes and other governmental entities.

2. Identify and outline historic Indian policy, states' rights arguments, and federalism.

   **Learning objectives**
   What you will learn as you master the competency:
   a. Review State compact Agreements and Indian Regulatory Act and describe their impact on Native American gaming.

   **Performance Standards**
   Student will demonstrate competence by:
   o Through class discussion
   o Oral presentations
   o Research paper
   o Electronic research

   Student performance will be successful when:
   o Identifying historic Indian policy
   o The rational for the historic Indian policy
3. Develop an understanding of new strata of inter-governmental relations and concept of sovereignty with the United States federal system.

**Learning objectives**

*What you will learn as you master the competency:*

a. Compare and contract the major components of the various tribal compacts

**Performance Standards**

*Student will demonstrate competence by:*

- Class discussion
- Objective test
- Oral presentation
- Electronic research

*Student performance will be successful when:*

- Gain insight as to new relationship between sovereign tribal nations and the federal government and system of accountability.

4. Identify pro-gaming activities and how Native American tribes act as both political entities and interest groups, while protecting their right to self-govern.

**Learning objectives**

*What you will learn as you master the competency:*

a. Analyze the social, cultural, and economic impact of legalized gaming on tribal communities.

b. Analyze how has Indian gaming impact Native American tribes in self governance

**Performance Standards**

*Student will demonstrate competence by:*

- Class discussion
- Research on the internet
- Class Presentations
- Objective tests

*Student performance will be successful when:*

- Learner will understand the new responsibilities for tribal leadership relative to gaming
- Learner will understand the evolution and continuing process of fiscal accountability

5. Acquire knowledge as to the importance of gaming to tribal economic and political life.

**Learning objectives**

*What you will learn as you master the competency:*

a. Analyze the social, cultural, and economic impact of legalized gaming on tribal communities.

b. Appreciate how gaming has had a positive impact on tribal communities throughout the
southwestern United States.

**Performance Standards**

*Student will demonstrate competence by:*

- Object tests
- Electronic research
- Review of industry journals and periodicals.

*Student performance will be successful when:*

- Student examines economic impact of Indian gaming through a review of projects with various tribes in the Southwest and presents his/her findings.
- Student will analyze how gaming might have a long-term effective of Native Tribes throughout the southwestern United States.
- Student identifies the what long-term positive impact is and in what areas must gaming revenue be allocated for long-term impact.

6. **Based on a historical perspective, identify the new source of tribal-state conflicts of the twenty-first century.**

**Learning objectives**

*What you will learn as you master the competency:*

- a. Review State compact Agreements and Indian Regulatory Act and describe their impact on Native American gaming.
- b. Describe and explain the role of the federal government in Indian gaming.
- c. Identify and describe potential current and future threats facing Indian gaming.
- d. Discuss the State of Arizona role and responsibility in gaming.
- e. Describe political and legal factors regulating gaming lands.

**Performance Standards**

*Student will demonstrate competence by:*

- Identifying and listing major events in history and resulted in the development of Indian gaming.
- Compare and contrast major elements of State Compact agreements between Nevada, New Mexico, California, Oklahoma and Arizona.
- Orally and in the written form, analyze the impact that legalized gaming has on the social and economic life of Native Americans.
- Outline the current and future threats Indian gaming and how to remain proactive in terms of leadership.
- Outline the role that the State of Arizona has with gaming.
- Objective test
- Electronic research
- Research using gaming industry journals and other publications

*Student performance will be successful when:*

- Student has completed all reading assignments
- Student has completed group project
- Student has given one presentation of an issue pertaining Native American gaming
- Student has researched on the internet two topics, written a three page report on each topic, and submitted computer generated report to instructors

**Types of Instruction**

- Lecture
- Research
- Group Projects
- Class Presentations

**Grading Information**

**Grading Scale**

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<thead>
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<th>Grade</th>
<th>Percentage</th>
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<tr>
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