

Gaming Law Education Advances:

# THE FIRST LL.M. IN GAMING

By Ngai Pindell, Vice Dean and Professor of Law,  
and Jennifer Roberts, Adjunct Professor

The William S. Boyd School of Law at UNLV (Boyd School of Law) will enroll the first class of students in a new LL.M. in Gaming Law and Regulation this fall. The LL.M. builds on the fourteen years of gaming instruction in the JD curriculum; long-standing, cross-campus partnerships with the William F. Harrah College of Hotel Administration; the International Gaming Institute; the Center for Gaming Research in the Lied Library; and Las Vegas' position as a global leader in gaming and gaming regulation.

Many law schools offer a large, general LL.M. especially popular with students and lawyers from outside of the U.S. In contrast, the LL.M. in gaming

will be specialized and narrowly tailored, similar to other specialty LL.M. programs in tax, intellectual property, and health law to name a few examples. Students may complete the LL.M. program in one year as a full-time student or in two years as a part-time student.

The Boyd School of Law already provides the most extensive curriculum in gaming law and regulation courses in the country. As early as 2001, the law school offered students an overview of the world of regulated gaming with Introduction to Gaming Law. Now, fourteen years later, students learn more than the basics. They also receive instruction in Indian gaming law, laws affecting gaming resort properties,



the federal government's role in gaming, and the policy issues that affect the gaming industry. Students learn the breadth of the field, the cutting-edge debates that shape the industry, and have an opportunity to participate directly in creating gaming law and policy. During the 2015 Nevada state legislative session, for example, students created an amendment to charitable gaming laws, introduced it before the Nevada Gaming Control Board and the Nevada Gaming Commission, and testified before both the Assembly and the Senate. The bill was signed into law by Governor Brian Sandoval and continues the school's successful streak of student-led gaming legislation. The gaming law curriculum has a long tradition of combining high quality classroom instruction with hands-on experiences and "real-world" insights. Casino owners and operators, general counsels, regulators, and gaming law practitioners regularly guest lecture in classes to provide first-hand, inside perspectives about this regulated world. The LL.M. program will build on this long-standing tradition.

LL.M. students will be required to take the Introduction to Gaming Law course as well as a new course called Casino Operations and Management, a blend of the business and legal issues central to the internal workings of a gaming operation. Students will also be required to take a course on either federal gaming law or comparative gaming law, in addition to completing a drafting project or externship. Gaming specific electives include a course covering the laws and policies affecting gaming manufacturers and a course on technology and innovation. Non-gaming specific electives include courses in intellectual property, labor and employment, entertainment, international business transactions, and federal Indian law, among others. As gaming law practitioners fully understand, successful gaming attorneys must also be familiar with the many ways in which gaming intersects with other areas of law. The LL.M. curriculum is designed to allow students to dive deeply into gaming-specific courses while also having the opportunity to place gaming law and regulation within other legal frameworks.

LL.M. graduates will have a competitive advantage in the hiring market. Gaming companies and law firms will benefit from candidates who know the

history of this regulated industry and the issues facing the gaming world today. Graduates will be able to "hit the ground running" and save employers the time and expense of teaching them the gaming business. Because regulated gaming is a global business that continues to see growth, there are many opportunities for students to work in new gaming markets - helping to develop gaming regulation and policy and adding immediate value to regulatory agencies, operators, law firms, and related industries.



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Ngai Pindell earned his J.D. degree in 1996 from Harvard University, where he served as executive editor of the Harvard Black Letter Journal. After graduation, Vice-Dean and Professor Pindell practiced community development law in a nonprofit law firm in Baltimore, Maryland. He was later a Fellow and Visiting Assistant Professor at the University of Baltimore School of Law, where he taught the Community Development Clinic. Professor Pindell joined the Boyd School of Law in 2000. His research interests are in economic development and housing and he teaches Property, Land Use Regulation, Local Government Law, and Wills and Trusts & Estates.

Jennifer Roberts is a Partner in the Las Vegas office of the international law firm, Duane Morris. She practices in the areas of gaming licensing and compliance, alcohol licensing and control, land use and zoning, and other areas of administrative and regulatory law. She serves as counsel to gaming compliance committees and assists clients with liquor licensing and compliance issues at the federal, state, and local levels. Jennifer is an adjunct professor at the William S. Boyd School of Law, University of Nevada, where she teaches Introduction to Gaming Law, Gaming Law Policy, and Resort Hotel Casino Law courses. She was previously a Shareholder in the Gaming & Regulatory Department of Lionel Sawyer & Collins. She is a 2002 graduate of the University of Utah S.J. Quinney College of Law.

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