

Certificate in Remote Gaming Business launched by LEAD Training Services

LEAD Training Services have launched an exclusive accredited Certificate in Remote Gaming Business, which starts at the end of next month.

This short course qualification, which was accredited by the National Commission of Further and Higher Education (NCFHE), consists of four modules spread over 10 sessions at InterContinental Malta between 24 September and 7 November, 2014.

James Grech, Managing Director of LEAD Training Services, said the programme is ideal for both those who wish to gain a qualification to start working in remote gaming and for those currently working in the industry to obtain an MQF Level 5 qualification to enable them to move ahead in their career.

“We have selected three highly competent trainers to deliver this programme and I am confident that the areas they are covering are specifically those the industry needs to raise its level of professionalism both locally and internationally,” Mr Grech said.

Joseph Cuschieri, Executive Chairman of Malta the Lotteries and Gaming Authority (LGA), reacting to news of this short course qualification within the Remote Gaming Industry, the first of its kind, said:

“Given the size of the gaming industry in Malta and the long-term plans of the Malta Lotteries and Gaming Authority, initiatives like these are critical in developing the necessary capabilities and competencies for the future. Competent and trained employees will surely help to sustain Malta’s image as a respected gaming jurisdiction and enhance the quality of local operations.”

The four modules cover Remote Gaming Compliance and Regulation; Risk Management and Fraud Matters in Remote Gaming; Odds and Risk Management in Gaming; and Responsible Gaming.

These modules are being delivered by Dr Jackie Scerri, a lawyer with extensive experience in the gaming industry, Daniel Gambin, Head of Risk & Fraud at Unibet Group, Bernard Mallia, CEO of Equinox Advisory; and Dr Scerri and Mr Gambin.

At the end of each module, participants, who are being limited to 20, will be given a group case study assignment and at the end of the programme they have to sit for a four-hour exam (one hour on each module).

Entry requirements are five O Levels, including a pass in Mathematics, and two A Levels or a minimum of five years working experience in business administration or within the Gaming Industry. Although modules can be bought and attended individually, the fee for the whole course includes the examination, the qualification certificate (if awarded), networking coffee breaks, access to online resources to download trainers' presentations and other material, and free underground parking.

Interested persons can also benefit of an early bird offer when registering before 15 August, 2014. For more information on this accredited short course visit www.leadtraining.com.mt.

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Caption:



James Grech, Managing Director of LEAD Training Services – working to raise the level of professionalism of the remote gaming industry both locally and internationally