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# Guide to the Dan Lubin oral history interview

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# Summary Information

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| **Repository:** | University of Nevada, Las Vegas. University Libraries. Special Collections and Archives. |
| **Creator:** | Lubin, Dan |
| **Contributor:** | History of Gaming in Las Vegas Oral History Project |
| **Title:** | Dan Lubin oral history interview |
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| **Language of the Material:** | English |
| **Abstract:** | Oral history interview with Dan Lubin conducted by David Schwartz on November 30, 2016 for the History of Gaming Oral History Project. In this interview, Lubin, the author of *The Essentials of Casino Game Design: From the Cocktail Napkin to the Casino Floor* discusses the process of creating successful casino games, the process involved in the game design, and technical and business considerations. |

## Preferred Citation

Dan Lubin oral history interview, 2016 November 30. OH-02907. [Cite format consulted: Audio recording or Transcript.] Oral History Research Center, Special Collections and Archives, University Libraries, University of Nevada, Las Vegas. Las Vegas, Nevada.

# Scope and Contents Note

Oral history interview with Dan Lubin conducted by David Schwartz on November 30, 2016 for the History of Gaming Oral History Project. In this interview, Lubin, author *The Essentials of Casino Game Design: From the Cocktail Napkin to the Casino Floor* discusses the process of creating successful casino games, the process involved in the game design, and technical and business considerations. Digital audio available; no transcript available.

# Administrative Information

### Access Note

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### Acquisition Note

This interview was conducted for the History of Gaming Oral History Project in 2016 and donated to the UNLV University Libraries Special Collections and Archives Division.

### Processing Note

Interview materials were processed by UNLV Libraries Special Collections and Archives in 2016 and 2022. Melise Leech wrote the collection description. Access copies were created for born-digial audio files. The audio has been minimally reviewed and all readily available information has been included in the description.

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# Related Materials

### Related Materials

This interview is also available through the Center for Gaming Research Gaming Podcasts series: *Dan Lubin Interview*, https://digitalscholarship.unlv.edu/gaming_podcasts/75/

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## Names and Subjects

- Oral histories (document genres)
- Gaming -- Las Vegas (Nev.)
- Casinos -- Management