

How do you grow a regional trade show into a preeminent industry event? Let us show you how.

G2E is the international gaming trade show and conference “by the industry and for the industry.” Organized by the American Gaming Association (AGA) and Reed Exhibitions, G2E made its debut in fall 2001, defining itself as the pre-eminent show for the gaming-entertainment industry. Since its debut in 2001, G2E has grown from an event featuring 375 exhibitors in 138,330 square feet of exhibit space to the gaming industry’s largest trade show, featuring 661 exhibitors in 223,512 square feet of exhibit space in 2003. G2E also included a comprehensive conference program with more than 100 sessions featuring many of the executives who have helped shape the global gaming industry, as well as the G2E Training & Development Institute, offering training opportunities for casino management and personnel.

ASSOCIATION PARTNER: American Gaming Association

INDUSTRY SERVED: Gaming – Entertainment

YEARS IN BUSINESS: Launched in 2001

MANAGEMENT: Managed by Reed Exhibitions since its inception in 2001

LOCATION(S): Las Vegas, NV

SQUARE FEET: 223,512 square feet

TYPES OF EXHIBITORS: Leading manufacturers and suppliers of gaming products, services, equipment and technology from around the world

TYPES OF ATTENDEES: Senior-level gaming executives and buyers from Commercial and Native American casinos from around the world