## Mass Gaming Commission Partners with Community Colleges to Build Workforce Development through the Establishment of a Casino Careers Training Program

In preparation for the arrival of expanded gaming, the state's community colleges and the Massachusetts Gaming Commission (MGC) have entered into an agreement to establish a partnership that is focused on the creation and implementation of a statewide workforce training program. It is estimated that over 10,000 jobs will be created across Massachusetts by the casino industry.

"This is really quite an unprecedented collaboration in Massachusetts," said William F. Messner, President of Holyoke Community College and Chairperson of the **Massachusetts Casino Careers Training Institute.** The presidents of the state's 15 community colleges signed a memorandum of agreement last spring to form the Massachusetts Casino Careers Training Institute. TWO (Training and Workforce Options)— a joint workforce development venture between Springfield Technical Community College and Holyoke Community College is serving as the lead coordinating organization.

MGC Chairman Stephen Crosby states, "Workforce development programs established through strong partnerships and collaboration is a crucial tool to maximizing economic development and job creation. The time is now to ensure that Massachusetts residents are prepared to meet the employment demands that the arrival of expanded gaming is expected to provide,' Chairman Crosby added, "MGC looks forward to our ongoing collaboration with President Messner and the state's community colleges as we work together to deliver on the legislation's intent to establish a highly-skilled and diverse workforce for the state's new casino industry."

It is anticipated that over 30,000 individuals will need to be considered for employment in order to fill the 10,000 needed positions projected. To meet these objectives, it is recognized that the scale up of the workforce recruitment and screening process as well as creating the training infrastructure to meet the demand must begin immediately. It is anticipated that approximately 30% of these jobs will require training for gaming occupations to be licensed by the gaming commission.

The casino legislation recognizes job creation as one of its primary objectives, thereby realizing a significant net job gain for the Commonwealth. The legislation also calls for the development of a diverse workforce that provides employment opportunities for the unemployed and underemployed while establishing the necessary training and skills enhancement programs that will lead to quality jobs and career pathways.

In order to effectively respond to this workforce scale up challenge, the Massachusetts Casino Careers Training Institute and MA Gaming Commission partnership will continue to work with state agencies, Workforce Investment Boards/Regional Employment Boards (WIB/REB) and a

collaboration of workforce system stakeholders including but not limited to the one-stop career centers, community based organizations, organized labor, and other public and private educational entities.

## **About MGC**

The mission of the Massachusetts Gaming Commission is to create a fair, transparent, and participatory process for implementing the expanded gaming law passed by the Legislature and signed by the Governor in November, 2011. In creating that process, the Commission will strive to ensure that its decision-making and regulatory systems engender the confidence of the public and participants, and that they provide the greatest possible economic development benefits and revenues to the people of the Commonwealth, reduce to the maximum extent possible the potentially negative or unintended consequences of the new legislation, and allow an appropriate return on investment for gaming providers that assures the operation of casino-resorts of the highest quality. For more information on MGC, please visit <a href="www.mass.gov/gaming">www.mass.gov/gaming</a> or connect and share on Twitter (@MassGamingComm) or Facebook (www.facebook.com/MAGamingComm).