In 1988, after I returned from the U.S., I was thinking about the first research project for my new academic career, and I decided to examine the feasibility of raising new revenues for local governments in Taiwan. Since then, commercial gaming has become the core subject for both my teaching and research -- for the past 25 years now.

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In 1995, I was working on a project focusing on the legalization and taxation of commercial gaming in Taiwan, and I started to look at not only at the national lottery but also the potential for casinos. I actually had spent much of my time focused on casino gaming, having visited many casino properties in Las Vegas, as well as the Nevada Gaming Control Board. It was during this period that I discovered that there was a very special opportunity to attend a large-scale academic gaming conference: the International Conference on Gambling and Risk-Taking. I have since attended this conference many times, and I met

many prestigious scholars at this field, including the conference's esteemed founding figure, William Eadington.

Years later, in 2007, I had developed a bold idea that aimed to establish, regulate, and study a commercial gaming industry in Taiwan. In order to realize this bold idea, I certainly needed many external resources for help. Once again following Dr. Eadington's lead, I established the Center for the Study of Lottery and Commercial Gaming (though at that time Taiwan only had legalized lottery). This university-level research center was created to formally examine the potential for more integration between tourism, gaming, and local economic development. I was very lucky to invite a few government officials, the university president and many local press and media to come to an event we hosted, where Dr. William Eadington delivered a keynote entitled, "The Legalization and Future of Casino Gaming in Taiwan." It is not an exaggeration to say that this event formally launched Taiwan as a legitimate international member of the casino gaming community.

This was just the beginning, however -- to approve a casino, a public referendum needed to be passed at local county level in the Penghu islands. During this process, I organized an international consulting team to help the Penghu government, including the leading gaming expert William Eadington. He made many trips back and forth to outer Penghu island, and also actively engaged in dialogue with central government officials, local county magistrates, and other local business leaders during this crucial time. He also delivered several more keynote addresses inside and outside the Penghu county government main building. Moreover, a social campaign was pushed forward to clarify and address these issues among the general public. Once more, I invited

William Eadington to make a few public speeches at my university auditorium on the integrated resort concept – and to illustrate, as only he can, the many successful stories around the world of casino gaming.

Although the Penghu referendum failed, in an unexpected outcome, people in Taiwan began to pay more attention to the integrated resort concept in neighboring regions and countries. Ultimately, on July 7th 2012, the island of Matsu declared that it will be Taiwan's first to approve a casino gaming project with an integrated resort concept. These kinds of developments are no doubt very remarkable in the Taiwan setting, but they reflect only one of so many global communities that Dr. Eadington's career has touched.

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