

John P. Goetz- Director of Consulting

John has been involved in the gaming IT arena since 1986 when he started working at EDT. Most recently he was the Director of Professional Services and Director of Software Development at Bally Technologies. Currently, John is the Director of Consulting for Percuto -- a gaming consulting firm specializing in project management, system implementations, system conversions, user training, forensics, and technical audits. John is also the Director of Production for Gaming and Leisure Magazine. He has published several gaming and project management-related articles such as "The True Cost of Software" which outlines the pitfalls of signing on the dotted line without fully understanding how much that new system will really cost and "Slimy Fish, Translations, and the Art of System Conversions" that discusses what you need to know before you step off of the precipice for a data conversion project and how much of your data can be really converted.