



Kirsten Clark, *Executive Director* - International Association of Gaming Advisors (IAGA), and *Founder* - Mitig8risk
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An 18-year veteran of the global gaming industry, Kirsten Clark has extensive international executive management, marketing, commercialization and strategic planning experience. Through her advisory company K Clark Consulting (KCC), she currently provides operational and tactical guidance to numerous gaming companies and associations, including serving as Executive Director of the International Association of Gaming Advisors (IAGA), a 42-year-old non-profit association of senior executives representing the industry's leading operators, manufacturers, advisors, educators and regulators. She is also the founder of Mitig8risk, a company that develops and licenses bespoke training programs that help companies reduce their risk and liability across multiple areas of vulnerability including human trafficking, financial crime and more.

Prior to founding KCC, Clark was Senior Vice President and Chief Operating Officer--Asia, for Gaming Partners International (Formerly NASDAQ: GPIC, now part of Angel Group) where she managed the company's day-to-day business operations throughout Asia Pac while simultaneously overseeing GPIC's global marketing and product / project management divisions. During her tenure at GPIC, she was directly responsible for managing Asia Pacific operations including staff, distributors, sales agents and product development partners, establishing and maintaining regulator relationships, identifying and meeting annual revenue goals, collaborating with core customers on new product development and working with the company's development and manufacturing teams to meet customer expectations. As part of these responsibilities, Clark established and implemented commercialization plans and strategies, evaluated existing product and service offerings and recommended further development or replacement and obsolescence cycles as appropriate, identified new market opportunities and areas for existing market growth, and developed and executed action plans for pursuing these opportunities.

Her gaming industry experience also includes broad strategic marketing, investor and public relations experience for Shuffle Master, Inc. (previously NASDAQ: SHFL, now part of Light and Wonder) where she served as Vice President of Worldwide Marketing for several years. In this role, Clark worked directly with executive management on numerous global acquisitions and shaped the company's corporate and strategic messages across all channels and stakeholders. Further, she served on the company's Corporate Product Group that oversaw global product strategy, with responsibility for ensuring that all considered development projects were in line with market opportunities and customer expectations. Clark was also responsible for developing global and local



marketing plans to guide annual growth initiatives and for monitoring their effectiveness once implemented, adjusting strategy for shifting market conditions and opportunities. Further, she was responsible for preparing product commercialization plans for all product divisions and working with sales and product management to identify the strategies, tactics and resources necessary to achieve related revenue goals.

Clark holds an MA in Communication Studies from the University of Nevada, Las Vegas, where she previously taught public speaking for business as an adjunct professor for the Greenspun College of Urban Affairs.