2022 -- S 2491

S T A T E   O F   R H O D E   I S L A N D

IN GENERAL ASSEMBLY

JANUARY SESSION, A.D. 2022

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A N   A C T

RELATING TO STATE AFFAIRS AND GOVERNMENT -- VIDEO LOTTERY GAMES, TABLE GAMES AND SPORTS WAGERING--THE RHODE ISLAND CONSUMER PROTECTION GAMING ACT

Introduced By: Senators DiPalma, Bell, Seveney, Paolino, Acosta, Zurier, and Kallman

Date Introduced: March 01, 2022

Referred To: Senate Special Legislation and Veterans Affairs

It is enacted by the General Assembly as follows:

1   SECTION 1. Chapter 42-61.2 of the General Laws entitled "Video Lottery Games, Table

2   Games and Sports Wagering" is hereby amended by adding thereto the following section:

3   **42-61.2-17. Prohibition on use of certain technology with video-lottery terminals.**

4   (a) As used in this section, the following words shall have the following meanings unless

5   the context clearly requires otherwise:

6   (1) "Algorithm" means a specific procedure, set of rules, or order of operations designed

7   to solve a problem or make a calculation, classification, or recommendation.

8   (2) "Artificial intelligence" means computerized methods and tools, including, but not

9   limited to, machine learning and natural language processing, that act in a way that resembles

10 human cognitive abilities when it comes to solving problems or performing certain tasks.

11   (3) "Automated decision system" means any computer program, method, statistical model,

12 or process that aims to aid or replace human decision-making using algorithms or artificial

13 intelligence. These systems can include analyzing complex datasets about human populations and

14 government services or other activities to generate scores, predictions, classifications, or

15 recommendations used by agencies to make decisions that impact human welfare.

16   (4) "Biometric recognition" means the automated recognition and identification of an

17 individual based on the individual's biological and behavioral traits. Examples of ways to

18 implement biometric recognition include, but are not limited to, fingerprint mapping, facial

1   recognition, iris scans, and software to recognize and identify a person based on the person's palm

2   print, retina, hand geometry, voice, signature, and gait.

3   (5) "Gaming consumer" means a person engaged in playing a state-sanctioned game of

4   chance or state gaming operation pursuant to this chapter, including, but not limited to, video lottery

5   games, table games and sports wagering.

6   (b) Prohibition in use of facial recognition technology or biometric recognition program.

7   No video-lottery terminal installed and operated at the facilities of pari-mutuel licensees in the state

8   or online betting applications shall use facial recognition technology or biometric recognition

9   programs.

10   (c) Specific limitations. The following use of automated decision systems and algorithmic

11   operations that may affect gaming outcomes are prohibited:

12   (1) The use of algorithmic programs that use a gaming consumer's previous betting history

13   to modify prospective programs in order to reinforce and increase the amount waged based on the

14   experience of a specific gaming consumer; and

15   (2) The use of artificial intelligence or an automated decision system to condition a gaming

16   consumer or attempt to promote increased play through the use of intermittent reinforcement based

17   upon modern cognitive-behavioral algorithms and data collected from previous gaming

18   engagement by a gaming consumer.

19   (d) The provisions contained in this section shall also apply to all sports betting

20   applications, including the use of computerized technology in a devise separate from but connected

21   to or otherwise controlling a video-lottery terminal, and to vendors of gambling products licensed

22   by the State of Rhode Island.

23   (e) Standardized rewards programs shall be excluded from the provisions of this section.

24   SECTION 2. This act shall take effect upon passage.

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EXPLANATION

BY THE LEGISLATIVE COUNCIL

OF

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RELATING TO STATE AFFAIRS AND GOVERNMENT -- VIDEO LOTTERY GAMES, TABLE GAMES AND SPORTS WAGERING--THE RHODE ISLAND CONSUMER PROTECTION GAMING ACT

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1   This act would prohibit the use of facial recognition technology and biometric recognition

2   technology in video-lottery terminals at pari-mutuel licensees in the state or in online betting

3   applications. This act would also prohibit the use of certain other technologies in state gaming

4   operations. The prohibition would not apply to standardized rewards programs.

5   This act would take effect upon passage.

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