Casino

<https://en.wikipedia.org/wiki/Casino>

Casino - houses and accommodates certain types of [gambling](https://en.wikipedia.org/wiki/Gambling) activities.

 Are most commonly built near or combined with hotels, restaurants, retail shopping, cruise ships or other tourist attractions.

Casino is the wrong Italian term as casinó is actually for the gaming industry

Not all casinos were used for gaming. The [Catalina Casino](https://en.wikipedia.org/wiki/Catalina_Casino),  a famous landmark overlooking Avalon Harbor on [Santa Catalina Island, California](https://en.wikipedia.org/wiki/Santa_Catalina_Island,_California), has never been used for traditional games of chance, which were already outlawed in California by the time it was built.

Gambling has always been around, In American history, early gambling establishments were known as [saloons](https://en.wikipedia.org/wiki/Western_saloon). The creation and importance of saloons was greatly influenced by four major cities

Customers gamble by playing [games of chance](https://en.wikipedia.org/wiki/Casino_game), in some cases with an element of skill, such as [craps](https://en.wikipedia.org/wiki/Craps), [roulette](https://en.wikipedia.org/wiki/Roulette), [baccarat](https://en.wikipedia.org/wiki/Baccarat_(card_game)), [blackjack](https://en.wikipedia.org/wiki/Blackjack), and [video poker](https://en.wikipedia.org/wiki/Video_poker).

Casino design—regarded as a psychological exercise—is an intricate process that involves optimising floor plan, décor and atmospherics to encourage gambling

Factors influencing gambling tendencies include sound, odour and lighting.

Natasha Dow Schüll, an anthropologist at the [Massachusetts Institute of Technology](https://en.wikipedia.org/wiki/Massachusetts_Institute_of_Technology), highlights the decision of the audio directors at Silicon Gaming to make its slot machines resonate in "the universally pleasant tone of C, sampling existing casino soundscapes to create a sound that would please but not clash

Dr Alan Hirsch, founder of the Smell & Taste Treatment and Research Foundation in Chicago, studied the impact of certain scents on gamblers, discerning that a pleasant albeit unidentifiable odour released by Las Vegas slot machines generated about 50% more in daily revenue. He suggested that the scent acted as an aphrodisiac, causing a more aggressive form of gambling.

Casino designer [Roger Thomas](https://en.wikipedia.org/w/index.php?title=Roger_Thomas_(designer)&action=edit&redlink=1) is credited with implementing a successful, disruptive design for the Las Vegas Wynn Resorts casinos in 2008. He broke casino design convention by introducing natural sunlight and flora to appeal to women. Thomas put in skylights and antique clocks, defying the commonplace notion that a casino should be a timeless space.

Casinos have been linked to [organised crime](https://en.wikipedia.org/wiki/Organised_crime), with early casinos in Las Vegas originally dominated by the [American Mafia](https://en.wikipedia.org/wiki/American_Mafia)and in Macau by [Triad syndicates](https://en.wikipedia.org/wiki/Triad_syndicate).