Dear Colleagues,

The fifth issue of the International Journal of gaming, hospitality and tourism is a combined issue that includes articles from industry professionals, academics, graduate and undergraduate students around the globe. Topics span the impact of a popular film on Las Vegas tourism to cybersecurity threats for the hospitality industry and even the impact of AI and Automation.

As in past issues, the call for papers for this issue was open-ended to encourage representation of various elements of the gaming, hospitality and tourism industry. Two articles focus on impacts for the hospitality industry. Another focuses on film tourism. One article delves into the dynamic relationship between salespersons and customers in the casino gaming industry, while another focuses on the use of statistical estimates to predict gambling outcomes.

As always, I hope our readers enjoy the thoughtful and innovative articles in this issue and the perspectives of both experienced and emerging industry professionals. Special thanks to all contributing authors; the professors who encouraged students to submit their work; the editorial board; the section editors, Noel Criscione-Naylor, George De Feis, Jennifer Forney, and Theresa Lind; copy editor Dan Grote; and especially our managing editor Sarah Grady for stewarding this issue to publication.

Thank you,

Jane Bokunewicz
Founding Editor