casino loyalty systems, however, is that they do not capture spending player activity that occurs in non-gaming environments, such the player's purchases at a merchant or the player's ATM activity.

Therefore, the field can benefit from systems and methods providing cashless wagering and redemption, which provides advantages to both game players and casino operators. The field can also benefit from systems and methods that conveniently allow a gaming establishment to track player gaming activity and player purchase activity, both inside and outside the casino, to associate such activity with the player's loyalty profile.

SUMMARY

The present disclosure provides a computer-based method of gaming, the method comprising:

receiving, by a transaction facilitator, from a gaming computing system affiliated with a gaming environment, a player identifier of a player, wherein the player identifier is associated with a gaming account having a balance, and wherein the transaction facilitator comprises a processor and a memory unit;

based at least partially on the player identifier, identifying, by the transaction facilitator, a stored value account, wherein the stored value account is associated with a stored value payment vehicle issued to the player, and wherein a balance of the stored value account is maintained by an issuer processor computing system; and

communicating, by the transaction facilitator, with the issuer processor computing system and the gaming computing system to decrease the balance of the stored value account and increase the balance of the gaming account.

The present disclosure further provides a computer-based method of funding an account associated with a player, comprising:

receiving, by a transaction facilitator computing system, a load request from a casino computing system that is associated with a casino, wherein the load request comprises a request to load player funds to a stored value account associated with a stored value payment vehicle, wherein the stored value account has a balance amount;

receiving, by the transaction facilitator computing system, player funds information from the casino computing system, wherein the player funds information comprises at least a total value of the player funds; and

communicating, by the transaction facilitator computing system, with an issuer processor computing system to increase the balance amount of the stored value account based on the total

value of the player funds, wherein the balance amount is available for access by the stored value payment vehicle in substantially real-time.

The present disclosure still further provides a computer-based method of funding an account associated with a stored value payment vehicle, comprising:

receiving, by a casino computing system, a load request initiated by a player, wherein the load request comprises a request to load player-sourced funds to a stored value account, wherein the stored value account has a first available balance amount associated with any of a stored value payment vehicle and a player identifier; and

communicating, by the casino computing system, with an issuer processor computing system to increase the first available balance amount of the stored value account to a second available balance amount based on a total value of funds to be loaded.

The present disclosure yet further provides a gaming system for a gaming environment, comprising:

a stored value payment vehicle issued to a player, wherein funds accessible by the stored value payment vehicle are maintained by an issuer processor computing system in a stored value account and are accessible through a payment network;

a gaming account maintained by a casino computing system;

a loyalty account assigned to the player, wherein the loyalty account is maintained by a customer management system associated with the casino computing system, wherein the loyalty account assigned to the player is associated to the stored value payment vehicle issued to the player; and

a transaction facilitator comprising at least one processor and non-transitory computer readable medium having instructions stored thereon which when executed by a processor cause the processor to:

selectively increase and decrease balances of the stored value account and the gaming account.

BRIEF DESCRIPTION OF THE DRAWINGS

It is believed that the invention will be better understood from the following description taken in conjunction with the accompanying drawings, in which like references indicate similar elements and in which:

FIG. 1 schematically illustrates an association between a stored value payment vehicle and a gaming account.

FIG. 2A depicts a system view and flow process utilizing the stored value payment vehicle of FIG. 1.

FIG. 2B depicts the system view and flow process of FIG. 2A further comprising a casino level player account.

FIGS. 3-4 are diagrammatic representations of associations between stored value payment vehicles and gaming accounts.

FIG. 5 schematically illustrates cash flows between gaming accounts associated with a player and cash flows between the gaming accounts and stored value payment vehicle issued to the player.

FIG. 6 is a diagrammatic representation of a gaming system and flow process.

FIG. 7 is an arrangement of a transaction facilitator interacting with a gaming environment and an issuer processor computing system.

FIG. 8 is an arrangement for tracking and rewarding player activity.

FIG. 9 schematically illustrates various techniques for a player to load funds to a stored value account.

FIG. 10 is a diagrammatic representation of various computing devices associated with a casino that are in communication with a transaction facilitator that performs various financial transactions associated with a stored value account managed by an issuer processor computing system.