

ABSTRACT

METHODS AND APPARATUS FOR PROVIDING AN ADAPTIVE GAMING MACHINE DISPLAY

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Disclosed herein are techniques for providing an adaptive gaming machine. In some implementations, a spatial coordinate of an eye area of a player in proximity to the electronic gaming machine may be determined. The spatial coordinate may define a location of the eye area in relation to the electronic gaming machine. Based on the
10 identified eye location, a preferred viewing area of a display screen associated with the electronic gaming machine may be determined. A determination may be made as to whether a game play portion of the video data is positioned within the preferred viewing area of the display screen. When the game play portion of the video data is not
15 positioned within the preferred viewing area of the display screen, the game play portion of the video data may be positioned within the preferred viewing area of the display screen.

Fig. 5



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