CLAIMS

1. An electronic gaming machine comprising:

an input device;

an output device;

a display screen;

an electronic sensor configured to determine a spatial coordinate of an eye area of a player in proximity to the electronic gaming machine, the spatial coordinate defining a location of the eye area in relation to the electronic gaming machine; and

one or more processors configured to operate with the input device, the output device, the display screen, and the electronic sensor to:

(a) receive, via the input device, a first indication of value and establish a credit balance for the player based at least in part on the received first indication of value;

(b) upon receipt of a wager, initiate a play of a wager-based game;

(c) display video data associated with said play of the wager-based game within a designated area of the display screen, the video data including a game play portion;

(d) determine, based on the identified location of the eye area, a preferred viewing area of the display screen;

(e) if the game play portion of the video data is not displayed within the preferred viewing area of the display screen, move at least part of the displayed video data from the designated area of the display screen to the preferred viewing area of the display screen such that the game play portion of the video data is displayed within the preferred viewing area of the display screen;

(f) determine a proximity of the player to the electronic gaming machine;

(g) increase or reduce a size of the game play portion of the video data on the display screen based on the determined proximity; and

(h) upon receipt of a designated input, output, via the output device, a second indication of value, the second indication of value associated with the credit balance of the player.

2. The electronic gaming machine recited in claim 1, wherein the spatial coordinate includes an indication of a height of the eye area.

3. The electronic gaming machine recited in claim 1, wherein the spatial coordinate includes an indication of a location of the eye area in three dimensional space in relation to the electronic gaming machine.

4. The electronic gaming machine recited in claim 1, wherein the one or more processors are further configured to operate with the display screen to:

determine whether the player has left the proximity of the electronic gaming machine; and

when the player has left the proximity of the electronic gaming machine, move at least part of the displayed video data from the preferred viewing area of the display screen to the designated area of the display screen such that the game play portion of the video data is displayed at the designated area of the display screen.

5. The electronic gaming machine recited in claim 1, wherein the one or more processors are further configured to:

determine, based on the spatial coordinate, a preferred mechanical position of a mechanically adjustable portion of the electronic gaming machine; and

position the mechanically adjustable portion of the electronic gaming machine at the preferred mechanical position.

6. The electronic gaming machine recited in claim 1, wherein the electronic sensor is configured to determine the spatial coordinate of the eye area by:

determining a location of a head of the player; and

determining an orientation of the head of the player.

7. The electronic gaming machine recited in claim 1, wherein the one or more processors are further configured to:

determine a height estimate of the player's height based on the spatial coordinate; and

transmit the height estimate to be stored on a storage medium.

8. The electronic gaming machine recited in claim 1, wherein the electronic sensor is an optical sensor.

9. A method comprising:

determining, via an electronic sensor, a spatial coordinate of an eye area of a player of an electronic gaming machine in proximity to the electronic gaming machine, the spatial coordinate defining a location of the eye area in relation to the electronic gaming machine;

receiving, via an input device, a first indication of value and causing at least one processor to establish a credit balance for the player based on the received first indication of value;

causing the at least one processor to, upon receipt of a wager, initiate a play of a wager-based game;

causing the at least one processor to operate with a display screen to display video data associated with said play of the wager-based game within a designated area of the display screen;

causing the at least one processor to determine, based on the identified location of the eye area, a preferred viewing area of the display screen;

if the game play portion of the video data is not displayed within the preferred viewing area of the display screen, causing the at least one processor to operate with the display screen to move at least part of the displayed video data

from the designated area of the display screen to the preferred viewing area of the display screen such that the game play portion of the video data is displayed within the preferred viewing area of the display screen;

causing the at least one processor to determine a proximity of the player to the electronic gaming machine;

causing the at least one processor to operate with the display screen to increase or reduce a size of the game play portion on the display screen based on the determined proximity; and

upon receipt of a designated input, outputting, via an output device, a second indication of value, the second indication of value associated with the credit balance of the player.

10. The method recited in claim 9, wherein the spatial coordinate includes an indication of a height of the eye area.

11. The method recited in claim 9, wherein the spatial coordinate includes an indication of a location of the eye area in three dimensional space in relation to the electronic gaming machine.

12. The method recited in claim 9, the method further comprising:

causing the at least one processor to determine whether the player has left the proximity of the electronic gaming machine; and

when the player has left the proximity of the electronic gaming machine, causing the at least one processor to operate with the display screen to move at least part of the displayed video data from the preferred viewing area of the display screen to the designated area of the display screen such that the game play portion of the video data is displayed at the designated area of the display screen.

13. The method recited in claim 9, the method further comprising:

causing the at least one processor to determine, based on the spatial coordinate, a preferred mechanical position of a mechanically adjustable portion of the electronic gaming machine; and

positioning the mechanically adjustable portion of the electronic gaming machine at the preferred mechanical position.

14. The method recited in claim 9, wherein determining the spatial coordinate of the eye area comprises:

determining, via the electronic sensor, a location of a head of the player; and

determining, via the electronic sensor, an orientation of the head of the player.

15. The method recited in claim 9, the method further comprising:

causing the at least one processor to determine a height estimate of the player's height based on the spatial coordinate; and

causing the at least one processor to transmit the height estimate to be stored on a storage medium.

16. The method recited in claim 9, wherein determining the spatial coordinate comprises retrieving an indication of the player's height from a storage medium.

17. One or more non-transitory computer readable media having instructions stored thereon that, when executed by at least one processor, cause the at least one processor to:

establish a credit balance for a player based on a first indication of value received via an input device of an electronic gaming machine;

upon receipt of a wager, initiate a play of a wager-based game;

cause a display screen of the electronic gaming machine to display video data associated with said play of the wager-based game within a designated area of the display screen, the video data including a game play portion;

receive, from an electronic sensor of the electronic gaming machine, a spatial coordinate of an eye area of a player of the electronic gaming machine in proximity to the electronic gaming machine, the spatial coordinate defining a location of the eye area in relation to the electronic gaming machine;

determine, based on the identified location of the eye area, a preferred viewing area of the display screen;

if the game play portion of the video data is not displayed within the preferred viewing area of the display screen, cause the display screen to move at least part of the displayed video data from the designated area of the display screen to the preferred viewing area of the display screen such that the game play portion of the video data is displayed within the preferred viewing area of the display screen;

determine a proximity of the player to the electronic gaming machine;

cause the display screen to increase or reduce a size of the game play portion on the display screen based on the determined proximity; and

upon receipt of a designated input, cause an output device to output a second indication of value associated with the credit balance of the player.

18. The one or more non-transitory computer readable media recited in claim 17, wherein the spatial coordinate includes an indication of a height of the eye area.

19. The one or more non-transitory computer readable media recited in claim 17, wherein the spatial coordinate includes an indication of a location of the eye area in three dimensional space in relation to the electronic gaming machine.

20. The one or more non-transitory computer readable media recited in claim 17, wherein the instructions, when executed by the at least one processor, cause the at least one processor to:

determine whether the player has left the proximity of the electronic gaming machine; and

when the player has left the proximity of the electronic gaming machine, cause the display screen to move at least part of the displayed video data from the preferred viewing area of the display screen to the designated area of the display screen such that the game play portion of the video data is displayed at the designated area of the display screen.

21. The electronic gaming machine of claim 1, wherein the one or more processors are further configured to adjust the determined preferred viewing area of the display screen based on a player input.

CLAIMS

1. An electronic gaming machine comprising:

an input device configured to receive an indication of value for play of a wager-based game in which one or more game outcomes can be provided responsive to a wager;

an output device configured to output an indication of value in association with play of the wager-based game;

a display screen configured to display video data associated with the wager-based game;

an electronic sensor configured to determine a spatial coordinate of an eye area of a player in proximity to the electronic gaming machine, the spatial coordinate defining a location of the eye area in relation to the electronic gaming machine;

one or more processors configured to:

control play of the wager-based game;

provide the video data to the display screen;

determine, based on the spatial coordinate, a preferred viewing area of the display screen;

determine whether a game play portion of the video data is displayed within the preferred viewing area of the display screen; and

when the game play portion of the video data is not displayed within the preferred viewing area of the display screen, change the display of the video data to position the game play portion of the video data within the preferred viewing area of the display screen.

2. The electronic gaming machine recited in claim 1, wherein the spatial coordinate includes an indication of a height of the eye area.

3. The electronic gaming machine recited in claim 1, wherein the spatial coordinate includes an indication of a location of the eye area in three dimensional space in relation to the electronic gaming machine.

4. The electronic gaming machine recited in claim 1, wherein the one or more processors is further configured to:

determine whether the player has left the proximity of the electronic gaming machine; and

when the player has left the proximity of the electronic gaming machine, position the game play portion of the video data at a default position on the display screen.

5. The electronic gaming machine recited in claim 1, wherein the one or more processors is further configured to:

determine, based on the spatial coordinate, a preferred mechanical position of a mechanically adjustable portion of the electronic gaming machine; and

position the mechanically adjustable portion of the electronic gaming machine at the preferred mechanical position.

6. The electronic gaming machine recited in claim 1, wherein determining the spatial coordinate for the eye area comprises:

determining a location of the player's head; and

determining an orientation of the player's head.

7. The electronic gaming machine recited in claim 1, wherein the one or more processors is further configured to:

determine a height estimate of the player's height based on the spatial coordinate; and

transmit the height estimate to be stored on a storage medium.

8. The electronic gaming machine recited in claim 1, wherein the electronic sensor is an optical sensor.

9. A method comprising:

determining a spatial coordinate of an eye area of a player in proximity to the electronic gaming machine, the spatial coordinate defining a location of the eye area in relation to the electronic gaming machine, the electronic gaming machine configured to receive an indication of value for play of a wager-based game in which one or more game outcomes can be provided responsive to a wager, the electronic gaming machine configured to output an indication of value in association with play of the wager-based game, the wager-based game provided in accordance with instructions stored on one or more non-transitory computer readable media;

determining, based on the identified eye location, a preferred viewing area of a display screen associated with the electronic gaming machine, the display screen displaying video data associated with the wager-based game;

determining whether a game play portion of the video data is displayed within the preferred viewing area of the display screen; and

when the game play portion of the video data is not displayed within the preferred viewing area of the display screen, changing the display of the video data to position the game play portion of the video data within the preferred viewing area of the display screen.

10. The method recited in claim 9, wherein the spatial coordinate includes an indication of a height of the eye area.

11. The method recited in claim 9, wherein the spatial coordinate includes an indication of a location of the eye area in three dimensional space in relation to the electronic gaming machine.

12. The method recited in claim 9, the method further comprising:

determining whether the player has left the proximity of the electronic gaming machine; and

when the player has left the proximity of the electronic gaming machine, positioning the game play portion of the video data at a default position on the display screen.

13. The method recited in claim 9, the method further comprising:

determining, based on the spatial coordinate, a preferred mechanical position of a mechanically adjustable portion of the electronic gaming machine; and

positioning the mechanically adjustable portion of the electronic gaming machine at the preferred mechanical position.

14. The method recited in claim 9, wherein determining the spatial coordinate for the eye area comprises:

determining a location of the player's head; and

determining an orientation of the player's head.

15. The method recited in claim 9, the method further comprising:

determining a height estimate of the player's height based on the spatial coordinate; and

transmitting the height estimate to be stored on a storage medium.

16. The method recited in claim 9, wherein determining the spatial coordinate comprises retrieving an indication of the player's height from a storage medium.

17. One or more non-transitory computer readable media having instructions stored thereon for performing a method, the method comprising:

determining a spatial coordinate of an eye area of a player in proximity to the electronic gaming machine, the spatial coordinate defining a location of the eye area in relation to the electronic gaming machine, the electronic gaming machine configured to

receive an indication of value for play of a wager-based game in which one or more game outcomes can be provided responsive to a wager, the electronic gaming machine configured to output an indication of value in association with play of the wager-based game;

determining, based on the identified eye location, a preferred viewing area of a display screen associated with the electronic gaming machine, the display screen displaying video data associated with the wager-based game;

determining whether a game play portion of the video data is displayed within the preferred viewing area of the display screen; and

when the game play portion of the video data is not displayed within the preferred viewing area of the display screen, changing the display of the video data to position the game play portion of the video data within the preferred viewing area of the display screen.

18. The one or more computer readable media recited in claim 17, wherein the spatial coordinate includes an indication of a height of the eye area.

19. The one or more computer readable media recited in claim 17, wherein the spatial coordinate includes an indication of a location of the eye area in three dimensional space in relation to the electronic gaming machine.

20. The one or more computer readable media recited in claim 17, the method further comprising:

determining whether the player has left the proximity of the electronic gaming machine; and

when the player has left the proximity of the electronic gaming machine, positioning the game play portion of the video data at a default position on the display screen.