**UNITED STATES PATENT AND TRADEMARK OFFICE**

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**BEFORE THE PATENT TRIAL AND APPEAL BOARD**

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Playtika Ltd. and Playtika Holding Corp.,
Petitioners

v.

NexRF Corp.,

Patent Owner.

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Case IPR2021-00951
Patent 8,747,229

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# EXPERT DECLARATION OF NEIL SPENCER

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## INTRODUCTION

1. I have been retained by Haug Partners LLP on behalf of Patent Owner NexRF as an independent expert in connection with the above-captioned matter. I have been asked to analyze and opine on technical topics concerning U.S. Patent No. 8,747,229. My opinions, expressed in this declaration, concern issues related to patentability, such as the state of the art, the scope and content of the prior art, similarities and differences between the '229 patent and the prior art, and the knowledge of a hypothetical person of skill in the art. My opinions are based on my personal and professional experience, and my understanding as an expert in the field. My qualifications and credentials are presented in Section I, below.

2. I am being compensated for the services I provide at an hourly rate of $350 per hour. This compensation is not contingent upon my performance, the outcome of this *inter partes* review or any other proceeding, or any issues involved in or related to this *inter partes* review.

## I. Background and Qualifications

3. I am an internationally recognized expert and advisor to gaming operators and regulators with more than 33 years of experience in gaming machines and systems, gaming technology, technical standards, legislation and regulations, and gaming business operations in jurisdictions including Australia, USA, Canada, New Zealand, Macau, and the United Kingdom.



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4. I am the founder and managing director of Gaming Consultants International, a gaming industry consulting company established in 1988, and located in Sandringham, Victoria, Australia.

5. I have a Bachelor's Degree in Applied Science (Physics and Computer Science) from the Caulfield Institute of Technology (now Monash University). The degree was awarded in 1979.

6. I have been involved in the gaming industry for some 33 years. Prior to that, I had nine years of experience in the Aerospace & Defense industry associated with large scale systems development and integration projects.

7. My professional career in gaming is elaborated in following paragraphs, however in summary my expertise and experience includes more than fifteen years of experience in gaming machine hardware specification and design, more than twenty years of experience in gaming machine game design, specification and development, more than thirteen years of experience in the development and implementation of gaming machine communication protocols and networked gaming systems, more than four years of experience in on-line gaming systems and legislation, and more than twenty five years of experience in technical standards and regulation for gaming machines, games and networked gaming systems.



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