an account associated with a tracking card. A switch **335** allows the gaming device to be shut off. A variety of gaming device systems are possible, and it is understood that the devices illustrated in **FIGS. 1A-1E**, **FIGS. 2A-2B**, and **FIG. 3** are merely examples.

[**0041**] **FIG. 4A** is a schematic illustration of an example of a projected-capacitance sensor system **400** coupled to a processor **425**. The sensor system **400** includes a sensor grid **405** and one or more layers of dielectric material **406**. The sensor grid **405** includes a plurality of conductors **410**. In an example, the sensor grid **405** includes a first group of conductors **415** and a second group of conductors **420** that is separated from the first group of conductors by a layer of dielectric material **430**, shown in **FIG. 4B**. The conductors **410** shown in **FIGS. 4A and 4B** are schematic illustrations and are not drawn to scale. In an example, the first group of conductors **415** is orthogonal to the second group of conductors **420**. In an example, the conductors **410** are assembled in a laminated structure between three layers of dielectric material **430**, **435**, **440**, as shown in **FIG. 4B**. In an example, the layers **430**, **435**, **440** are flexible dielectric film, and the layers and conductors together form a flexible sensor film. In another example, one or more of the layers **430**, **435**, **440** is glass. In an example, the conductors are deposited, embedded, or assembled into a glass structure. In an example, the conductors **410** are made from silver or a metal oxide such as indium oxide.

[**0042**] A low-voltage AC signal is applied to the conductors **410**. The low-voltage AC signal creates an electrostatic field. When a conductive object is placed proximate the sensor grid **405**, a capacitance forms between the object and one or more conductors **410** in the sensor grid **405**, which disturbs the electric field. The disturbance of the electric field by the conductive object is detectable through two or more of the conductors. A processor circuit **425** that is electrically coupled to the conductors determines the location of the object relative to the conductors **410**. In an example, the processor circuit **425** also administers the wagering game.

[**0043**] **FIG. 5A** shows a side-view of a proximity-sensitive film **501** that includes a projected capacitance sensor system, such as the system **400** shown in **FIGS. 4A-4B**. The proximity-sensitive film is coupled to a layer of dielectric material **505**. A conductive object **520** is detectable through the layer of dielectric material **505** by the proximity-sensitive film **501**. In an example, the conductive object is a finger **520**. The proximity-sensitive film **501** is electrically coupled to a processor **540**. In an example, the sensor film **501** and one or more layers of dielectric material **530** are mounted in a gaming machine. In an example, the layer of dielectric material protects the proximity-sensitive film by providing a barrier between the sensor film and the outside environment proximate the outer surface **530** of the layer of dielectric material. In an example, the layer of dielectric material is a glass plate. In an example, an optional second layer of dielectric material **510**, such as a second glass plate or a front surface of a display, is provided behind the sensor film **501**, so that the sensor film is sandwiched between the two layers of dielectric materials. In another example, shown in **FIG. 5B**, conductors **525**, **530** are integrated into the layer of dielectric material **505**. The structures shown in **FIGS. 4A, 4B**, **5**A, and **5**B are schematic representations and are not necessarily shown to scale.

[**0044**] **FIG. 6** shows a schematic illustration of proximity-sensitive input device **605** assembled with an exemplary volumetric display **610**. In an example, the volumetric display **610** includes a hollow transparent sphere **615** and a rotating projection screen **620** inside the sphere. One or more high-speed projectors displays an image on the rotating screen **620** to create the illusion of a three-dimensional object in the sphere **615**. In an example, the sphere **615** is made of glass. In an example, the proximity-sensitive device **605** includes a proximity-sensitive film that includes a projected-capacitance sensor grid. In an example, the proximity-sensitive film is attached to the inner surface of the glass, as shown on flat glass in **FIG. 5A**. In another example, a proximity-sensitive sensor grid is integrated into the glass, as shown in **FIG. 5B**. A conductive object such as a finger is detectable by the proximity-sensitive device through the glass sphere. The proximity-sensitive input device is coupled to a processor that receives input based upon detection of a conductive object such as a finger at a location proximate the outer surface of the sphere.

[**0045**] **FIG. 7** illustrates a method **700** of receiving input from a projected-capacitance sensor grid. At **705**, a projected-capacitance sensor grid detects the location of a conductive object such as a finger. For example, X and Y coordinates of the object are determined based upon disruption of an electric field by the presence of a conductive object proximate conductors at known X and Y coordinates. At **710**, a game input is determined based upon the detected location of the conductive object. At **715**, a wagering game is played using the input received from the projected-capacitance sensor grid.

[**0046**] **FIG. 8** illustrates a method **800** of making a gaming device. At **805**, a slot machine display device is mounted in an interior of a cabinet. In an example, the slot machine display device includes a mechanical stepper reel. In another example, the slot machine display device includes an electronic display device, such as a LCD display, CRT display, or volumetric display. At **810**, a projected capacitance sensor grid is coupled to an inner surface of a layer of dielectric material. At **820**, the layer of dielectric material is coupled to the cabinet with the inner surface of the layer of dielectric material facing the slot machine display device. The projected capacitance sensor grid is protected by the layer of dielectric material and receives an input through the layer of dielectric material. In an example, the projected capacitance sensor grid is coupled to the layer of dielectric material before the layer of dielectric material is coupled to the cabinet. In another example, the projected capacitance sensor grid is coupled to the layer of dielectric material after the layer of dielectric material is coupled to the cabinet. In an example, at least a portion of the projected capacitance sensor grid is deposited directly on the layer of dielectric material. In another example, the projected capacitance sensor grid includes layers of conductors laminated in layers of dielectric film. In an example, the laminated dielectric film is coupled to the layer of dielectric material.

[**0047**] Referring now to **FIG. 9**, in an example, a proximity-sensitive input film **905** is mounted in a cabinet **900** between a protective glass plate **910** and a flat-screen display **915**, such as an LCD display. In an example, the proximity-sensitive film **905** is applied to the back side **911** of the glass plate **910**. In another example, the proximity-sensitive film **905** is attached to a front surface **916** of the display **915**. In