

- a plurality of input areas for inputting gaming information that are illuminated by one or more of the electro-luminescent elements;
- a plurality of sensors for detecting selections of the input areas; and
- one or more controllers for controlling the plurality of electro-luminescent elements and for controlling the plurality of sensors.
2. The interface display of claim 1, wherein the thickness of the interface display is less than about 3 mm.
3. The interface display of claim 1, wherein the thickness of the light emitting layer is less than about 1 micron.
4. The interface display of claim 1, wherein the substrate is formed from a flexible material.
5. The interface display of claim 1, wherein the flexible material is selected from the group consisting of a plastic film and a metal foil.
6. The interface display of claim 1, wherein the substrate is glass.
7. The interface display of claim 1, further comprising:
- a plurality of patterns formed in a graphics layer where the plurality of patterns are illuminated by one or more of the electro-luminescent elements.
8. The interface display of claim 7, wherein a portion of the patterns are used to display gaming information.
9. The interface display of claim 7, wherein a shape of the patterns is selected from the group consisting of a symbol, an icon, a logo, a word and an alpha-numeric text symbol.
10. The interface display of claim 7, wherein the one or more of the patterns is located in the input areas.
11. The interface display of claim 1, wherein a portion of the electro-luminescent elements are a matrix of organic light emitting diodes (OLEDs) wherein each OLED forms a pixel in the matrix.
12. The interface display of claim 11, wherein the OLED pixels in the matrix are controlled in an active matrix, a passive matrix and combinations thereof.
13. The interface display of claim 11, wherein groups of OLED pixels are controlled to display symbols, icons, logo, alpha-numeric text and video frame data.
14. The interface display of claim 1, wherein a matrix of electro-luminescent elements is located in one or more of the input areas.
15. The interface display of claim 14, wherein the matrix of electro-luminescent elements is used to generate a plurality of patterns in the one or more input areas.
16. The interface display of claim 15, wherein a first pattern generated by the matrix of electro-luminescent elements in a first input area is used to display a first type of gaming information and wherein a second pattern generated by the matrix of electro-luminescent elements in the first input area is used to display a second type of gaming information.
17. The interface display of claim 15, wherein a first pattern generated by the matrix of electro-luminescent elements in a first input area is used to display a first type of gaming information in a first language and wherein a second pattern generated by the matrix of electro-luminescent elements in the first input area is used to display the first type of gaming information in a second language.
18. The interface display of claim 1, wherein the plurality of electro-luminescent elements are arranged in a plurality of stacked layers.
19. The interface display of claim 18, wherein the electro-luminescent elements in each of the stacked layers are arranged in different patterns.
20. The interface display of claim 19, wherein a first pattern is displayed by activating the electro-luminescent elements in a first layer of the stacked layers and wherein a second pattern is displayed by activating the electro-luminescent elements in a second layer of the stacked layers.
21. The interface display of claim 1, wherein a light intensity of each electro-luminescent element is controlled by an amount of current supplied to each electro-luminescent element.
22. The interface display of claim 1, wherein gaming information is conveyed by the electro-luminescent elements using a light intensity, a color pattern, a light pattern, a flash rate and combinations thereof.
23. The interface display of claim 1, wherein one or more of the input areas are for inputting player tracking information.
24. The interface display of claim 1, wherein a portion of the input areas are for inputting gaming information for playing a game of chance on the gaming machine.
25. The interface display of claim 24, wherein the portion of the input areas for inputting gaming information for playing the game of chance are dynamically configurable to display different input selections used by different types of games of chance played on the gaming machine.
26. The interface display of claim 1, wherein a portion of the input areas are used to input gaming information for providing a game service on the gaming machine.
27. The interface display of claim 26, wherein the game service is selected from the group consisting of i) viewing account information, ii) performing account transactions iii) receiving operating instructions for the gaming machine, iv) redeeming prizes or comps, v) making entertainment service reservations, vi) participating in casino promotions, vii) selecting entertainment choices for output via video and audio output mechanisms on the gaming machine, viii) playing games and bonus games, ix) performing numerical calculations, x) accessing diagnostic menus, xi) displaying player tracking unit status information, xii) displaying gaming machine status information, xiii) accessing gaming machine metering information and xiv) displaying player status information.
28. The interface display of claim 1, wherein the interface display is operable to vary a number of input areas, a shape of an input area, a size of an input area, a color of an input area and combinations thereof.
29. The interface display of claim 1, wherein one or more of the electro-luminescent elements is formed in a shape of a pattern.
30. The interface display of claim 1, wherein the shape of the pattern is selected from the group consisting of a symbol, an icon, a logo, an alpha-numeric text symbol and a word.
31. The interface display of claim 1, wherein the plurality of sensors are formed in a sensor layer and are activated by at least one of contact with an object and a proximity of an object.
32. The interface display of claim 31, wherein the sensor layer is at least one of a capacitive touch screen, a resistive touch screen, a wave touch screen and combinations thereof.
33. The interface display of claim 31, wherein the object is at least one of a finger and a stylus.