

34. The interface display of claim 1, wherein the interface display is mounted to an exterior surface of the gaming machine.

35. The interface display of claim 1, wherein interface display is mounted to an exterior face of a player tracking unit on the gaming machine.

36. The interface display of claim 1, wherein the interface display is integrated into an exterior surface of the gaming machine.

37. A gaming machine comprising:

a gaming machine cabinet;

a master gaming controller for controlling one or more games of chance played on the gaming machine located within the interior of the gaming machine;

a main display for displaying the game of chance;

an interface display for inputting and outputting gaming information mounted to an exterior surface of the gaming machine cabinet, in communication with the master gaming controller and separate from the main display, said interface display comprising:

a substrate;

a plurality of electro-luminescent elements formed in a light emitting layer on the substrate for outputting gaming information;

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.

38. The gaming machine of claim 37, wherein the thickness of the interface display is less than about 3 mm.

39. The gaming machine of claim 37, wherein the thickness of the light emitting layer is less than about 1 micron.

40. The gaming machine of claim 37, wherein the substrate is formed from a flexible material.

41. The gaming machine of claim 40, wherein the flexible material is selected from the group consisting of a plastic film and a metal foil.

42. The gaming machine of claim 37, 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.

43. The gaming machine of claim 42, wherein the OLED pixels in the matrix are controlled in an active matrix, a passive matrix and combinations thereof.

44. The gaming machine of claim 42, wherein groups of OLED pixels are controlled to display symbols, icons, logo, alpha-numeric text and video frame data.

45. The gaming machine of claim 37, 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.

46. The gaming machine of claim 37, 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.

47. The gaming machine of claim 37, wherein the one or more games is selected from the group consisting of video slot games, mechanical slot games, video black jack games, video poker games, video keno games, video pachinko games, video card games, video games of chance and combinations thereof.

48. The gaming machine of claim 37, wherein a portion of the input areas are used to input gaming information for providing a game service on the gaming machine.

49. The gaming machine of claim 48, 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.

50. The gaming machine of claim 37, wherein a portion of the input areas are for inputting gaming information for playing a game of chance on the gaming machine.

51. The gaming machine of claim 50, 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.

52. The gaming machine of claim 37, 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.

53. The gaming machine of claim 53, wherein the sensor layer is at least one of a capacitive touch screen, a resistive touch screen, a wave touch screen and combinations thereof.

54. The gaming machine of claim 37, further comprising:

a dynamically configurable electro-luminescent skin for displaying graphical patterns mounted to a portion of the exterior surface of the gaming machine.

55. The gaming machine of claim 37, wherein a first set of graphical patterns is displayed when a first type of game of chance is played on the gaming machine and wherein a second set of graphical patterns is displayed when a second type of game of chance is played on the gaming machine.

56. A gaming machine comprising:

a gaming machine cabinet;

a master gaming controller for controlling one or more games of chance played on the gaming machine located within the interior of the gaming machine;

a main display for displaying the game of chance;

a player tracking unit mounted to the gaming machine cabinet and in communication with the master gaming controller and a player tracking server; said player tracking unit comprising;

a player tracking controller;

one or more player tracking devices;