

- an interface display for inputting and outputting player tracking information mounted to an exterior surface of the gaming machine cabinet, in communication with the player tracking 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.
- 57.** The gaming machine of claim 56, wherein the interface display is mounted to an exterior surface of the player tracking unit.
- 58.** The gaming machine of claim 56, wherein the interface display is in communication with the master gaming controller and is operable to allow control by the master gaming controller.
- 59.** The gaming machine of claim 56, wherein the thickness of the interface display is less than about 3 mm.
- 60.** The gaming machine of claim 56, wherein the thickness of the light emitting layer is less than about 1 micron.
- 61.** The gaming machine of claim 56, wherein the substrate is formed from a flexible material.
- 62.** The gaming machine of claim 61, wherein the flexible material is selected from the group consisting of a plastic film and a metal foil.
- 63.** The gaming machine of claim 56, 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.
- 64.** The gaming machine of claim 63, wherein the OLED pixels in the matrix are controlled in an active matrix, a passive matrix and combinations thereof.
- 65.** The gaming machine of claim 63, wherein groups of OLED pixels are controlled to display symbols, icons, logo, alpha-numeric text and video frame data.
- 66.** The gaming machine of claim 56, 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.
- 67.** The gaming machine of claim 56, 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.
- 68.** The gaming machine of claim 56, 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.
- 69.** The gaming machine of claim 56, 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.
- 70.** The gaming machine of claim 69, wherein the sensor layer is at least one of a capacitive touch screen, a resistive touch screen, a wave touch screen and combinations thereof.

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