

5. The gaming machine of claim 3, wherein the heated cooling medium is directed through the second plurality of channels to the bottom portion of each of the plurality of heat sinks,

wherein heat from the heated cooling medium is transferred to an ambient air source that is directed through the top portion of each of plurality of heat sinks by the second plurality of fans.

6. The gaming machine of claim 1, wherein the cooling component further comprises:

an airflow plenum coupled to the plate, the airflow plenum having a first plurality of channels on a first side and a second plurality of channels on a second side;

a first plurality of fans disposed between the plate and the air flow plenum to direct the cooling medium through the first plurality of channels;

a plurality of heat sinks coupled to the free surface of the airflow plenum, each plurality of heat sinks having a bottom portion and a top portion; and

a plurality of fans coupled to each of the plurality of heat sinks,

wherein the cooling medium is directed from the first plurality of channels onto a surface of the plate to transfer heat generated from the plurality of light sources.

7. The gaming machine of claim 1, wherein the plurality of light source is selected from the group consisting of a plurality of cold cathode fluorescent lamps, an array of light emitting diodes, and at least one incandescent lamp.

8. The gaming machine of claim 1, wherein the plurality of light sources further comprises a plurality of redundant light sources.

9. The gaming machine of claim 1, wherein the lighting module is removable from the gaming machine without removing the optical module.

10. A gaming machine, comprising:

a cabinet defining a first interior region of the gaming machine, the cabinet adapted to house a plurality of gaming machine components;

an optical module positioned within or about the first interior region, the optical module having a first display device configured to output a visual image in response to at least one control signal; and

a lighting module positioned within or about the first interior region, having:

a light film;

a plate;

a plurality of light sources positioned between the light film and plate; and

at least one conduit positioned between the plurality of light sources and plate, the conduit designed to receive a cooling medium to transfer heat generated from the plurality of light sources,

wherein the lighting module is removably coupled to the optical module such that the lighting module may be replaced or serviced without disturbing the optical module.

11. The gaming machine of claim 10, further comprising: a second display device, arranged relative to the first display device such that a common line of sight passes through a portion of the first display device to a portion of the second display device; and

a gaming controller configured to execute instructions, from memory, that

a) result in a display of data for a game of chance on the second display device

b) result in a display of data on the first display device that includes a transparent portion and a non-transparent portion, where a common line of sight passes through each transparent window on the first display device to the game of chance displayed on the second display device; and

c) permit game play of the game of chance displayed by the second display.

12. The gaming machine of claim 10, wherein the cooling medium is a liquid or a gas.

13. The gaming machine of claim 10, further comprising: a plurality of fans coupled to the at least one conduit to direct the cooling medium through the at least one conduit;

a plurality of heat sinks coupled to the at least one conduit to transfer the heat from the heated cooling medium to an ambient air source.

14. The gaming machine of claim 10, wherein the plurality of light sources is selected from the group consisting of a plurality of cold cathode fluorescent lamps, an array of light emitting diodes, and at least one incandescent lamp.

15. The gaming machine of claim 11, wherein the lighting module further comprises a plurality of redundant light sources in communication with the at least one logic device.

16. The gaming machine of claim 10, wherein the plurality of light sources is removable from the gaming machine without removing the optical module.

17. A display device, comprising:

an optical module having a first display screen configured to output a visual image in response to a control signal; and

a lighting module, having:

a light film on a first surface;

a plate on a second surface; and

a plurality of light sources positioned in an interior region formed by the light film and plate,

wherein the plurality of light sources provide light to the optical module, and

wherein the lighting module is removably coupled to the optical module such that the lighting module may be replaced or serviced without disturbing the optical module.

18. The device of claim 17, further comprising a cooling component adapted to flow a cooling medium onto the plate to transfer heat generated from the plurality of light sources.

19. The device of claim 17, further comprising:

a second display device, arranged relative to the first display device such that a common line of sight passes through a portion of the first display device to a portion of the second display device; and

a gaming controller configured to execute instructions, from memory, that

a) result in a display of data on the second display device; and

b) result in a display of data on the first display device that includes a transparent portion and a non-transparent portion, where a common line of sight passes through each transparent window on the first display device to the data displayed on the second display device.

20. The device of claim 18, wherein the cooling component further comprises:

an airflow plenum coupled to the plate, the airflow plenum having a first plurality of channels on a first side and a second plurality of channels on a second side;