Full Program: 16 Modules

Training track

Mixed cohort of engineers, architects, compliance and product people

Sixteen modules that take a mixed team from how a casino makes money to defending a multi-jurisdiction platform design in front of a panel.

- Recommended path
- Optional, worth it
- Alternative route

DURATION	SLIDES	FORMAT	PREREQUISITES	OUTCOME	MIX BY TIME
85.0 contact hours (5,100 min), 142 lessons in 16…	**914**	**15 weeks part-time (two remote sessions a week), 17…**	**Two years in software, operations, compliance or…**	**Certificate of completion: 70 percent overall…**	**41% lecture, 21% whiteboard design, 20% lab, 9% case…**

STAGE 1 · Weeks 1 to 2 — Foundations and platform

- 1.1 01 Foundations and design method
- 1.2 02 Platform architecture

STAGE 2 · Weeks 2 to 3 — Money and game integrity

- 2.1 03 Wallet, ledger and payments
- 2.2 04 RNG, integrity, certification

STAGE 3 · Weeks 3 to 5 — Player controls

- 3.1 05 KYC, AML and anti-fraud
- 3.2 06 Responsible gaming, exclusion

STAGE 4 · Weeks 5 to 6 — Location and data

- 4.1 07 Geolocation and routing
- 4.2 08 Data residency, hub and spoke

STAGE 5 · Weeks 6 to 7 — Evidence and operations

- 5.1 09 Reporting and audit evidence
- 5.2 10 Security and operations

STAGE 6 · Weeks 8 to 9 — UK and Europe

- 6.1 11 Great Britain, Malta, hubs
- 6.2 11 Nordics and six-licence design

STAGE 7 · Weeks 9 to 11 — North America

- 7.1 12 US states
- 7.2 13 Canada (Ontario)

STAGE 8 · Weeks 11 to 13 — Latin America, offshore and APAC

- 8.1 14 Brazil behind a legal gate
- 8.2 14 Colombia, Mexico, Argentina
- 8.3 15 Offshore and Asia-Pacific

STAGE 9 · Weeks 14 to 15 — Capstone: design and defend

- 9.1 16 Brief, requirements, architecture
- 9.2 16 Evidence plan, defense, debrief

Full Program: 16 Modules: training track in detail

Mixed cohort of engineers, architects, compliance and product people · as of 2026-11

Duration	85.0 contact hours (5,100 min), 142 lessons in 16 modules
Slides	914
Format	15 weeks part-time (two remote sessions a week), 17 on-site days in three blocks, or two intensive weeks (core cut, two regions). Remote cohort of up to 16, on-site cohort of 12 to 20.
Prerequisites	Two years in software, operations, compliance or product. No gambling experience needed.
Outcome	Certificate of completion: 70 percent overall, capstone team score and oral passed, core exam 60 percent, lab rule met, 85 percent attendance.
Mix by time	41% lecture, 21% whiteboard design, 20% lab, 9% case study, 5% quiz and oral, 3% openings and checkpoints

1. Foundations and platform Weeks 1 to 2

1.1 01 Foundations and design method RECOMMENDED

The gambling business, the regulatory models and the five-step method: requirements, constraints, architecture, trade-offs, evidence. Teams read their first roadmap into a requirements sheet. Lessons 1.0 to 1.6: 238 min, 45 slides.

In the book: Ch. 01 The Online Casino Ecosystem, Ch. 05 Differences Between Betting Sites and Online Casinos, Ch. 02 Regulation and Compliance Landscape, Ch. 06 Licensing Guide, Ch. 07 Casino Implementation Planning and Timeline, Ch. 40 Case Study -- Launching in a New Regulated Market

1.2 02 Platform architecture RECOMMENDED

The reference platform, the bet lifecycle and the supplier control plane. The lab traces one game round through every service. Lessons 2.0 to 2.8: 267 min, 56 slides.

In the book: Ch. 10 Complete Platform Architecture, Ch. 01 The Online Casino Ecosystem, Ch. 28a Distributed Systems Deep Dive, Ch. 10b Supplier Integration Control Plane, Ch. 09 Legal Framework and Contracts, Ch. 28c Architecture Patterns Deep Dive, Ch. 31 Performance Benchmarks and Metrics, Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke

2. Money and game integrity Weeks 2 to 3

2.1 03 Wallet, ledger and payments RECOMMENDED

Wallet invariants, a double-entry ledger, payment orchestration and reconciliation. The lab proves a trial balance after posts, parks and reversals. Lessons 3.0 to 3.8: 292 min, 57 slides.

In the book: Ch. 36 Financial Operations, Ch. 10 Complete Platform Architecture, Ch. 46 Building a Brazilian Betting Platform: Architecture, Compliance, and Implementation, Ch. 36b The Financial Truth Layer -- Ledger, Treasury, and Reconciliation, Ch. 33d Disputes, Chargebacks, and Player Support

2.2 04 RNG, integrity, certification RECOMMENDED

Randomness that survives a lab, game math, the GLI-19 submission and change control for certified software. Lessons 4.0 to 4.8: 254 min, 55 slides.

In the book: Ch. 17 Random Number Generation (RNG), Ch. 15 Casino Mathematics and Game Economy, Ch. 34b Data Governance for iGaming Platforms, Ch. 32 Testing and QA in Gambling, Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 06 Licensing Guide, Ch. 23 DevSecOps for iGaming, Ch. 20 Hardware Security Module Infrastructure

3. Player controls Weeks 3 to 5

3.1 05 KYC, AML and anti-fraud RECOMMENDED

KYC as a state machine, the evidence store, AML in system terms and the anti-fraud architecture. Lessons 5.0 to 5.7: 313 min, 57 slides.

In the book: Ch. 24d KYC Evidence Lifecycle, Ch. 20 Hardware Security Module Infrastructure, Ch. 20b OpenBao Operations: Secret Engines, Dynamic Credentials and Disaster Recovery, Ch. 02 Regulation and Compliance Landscape, Ch. 34b Data Governance for iGaming Platforms, Ch. 12 Real-Time Cash Flow Management for Online Casinos, Ch. 19 Anti-Fraud System Deep Dive, Ch. 46 Building a Brazilian Betting Platform: Architecture, Compliance, and Implementation

3.2 06 Responsible gaming, exclusion RECOMMENDED

Limits, self-exclusion registries and behavior monitoring. The lab builds a registry check that fails closed and leaves an audit log. Lessons 6.0 to 6.7: 237 min, 48 slides.

In the book: Ch. 26 Responsible Gaming and Player Protection Systems, Ch. 26b Self-Exclusion Registries: From API to Audit Trail

4. Location and data Weeks 5 to 6

4.1 07 Geolocation and routing RECOMMENDED

Multi-signal location checks, the jurisdiction matrix and border cases. Needed before any jurisdiction module. Lessons 7.0 to 7.7: 217 min, 43 slides.

In the book: Ch. 24e Geofencing and Location Verification, Ch. 24 Security and Compliance, Ch. 24j IP Reputation and Blocklist Integration for iGaming Platforms, Ch. 44 Deploying iGaming Platforms on Cloudflare Workers, Ch. 40 Case Study -- Launching in a New Regulated Market

4.2 08 Data residency, hub and spoke RECOMMENDED

Data classes, hub and spoke topology, the jurisdiction gateway, disaster recovery inside a market and regional hosting. Needed before any jurisdiction module. Lessons 8.0 to 8.8: 312 min, 58 slides.

In the book: Ch. 27 Data Residency and Backup/Recovery, Ch. 10 Complete Platform Architecture, Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke, Ch. 27b The Jurisdiction Transfer Gateway and Cookie Consent, Ch. 34b Data Governance for iGaming Platforms, Ch. 29a On-Premises Infrastructure for US-Regulated iGaming, Ch. 29b Datacenter Infrastructure for Regulated Gaming, Ch. 29c European Datacenter Infrastructure for Regulated Gaming

5. Evidence and operations Weeks 6 to 7

5.1 09 Reporting and audit evidence RECOMMENDED

The evidence pipeline, report formats and deadlines, control frameworks and the compliance calendar. Lessons 9.0 to 9.8: 292 min, 61 slides.

In the book: Ch. 25b Regulatory Reporting and Evidence Export, Ch. 06 Licensing Guide, Ch. 24d KYC Evidence Lifecycle, Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 24 Security and Compliance, Ch. 46 Building a Brazilian Betting Platform: Architecture, Compliance, and Implementation, Ch. 34b Data Governance for iGaming Platforms, Ch. 27 Data Residency and Backup/Recovery

5.2 10 Security and operations RECOMMENDED

Security architecture, DevSecOps in a certified environment, SIEM, incident management and an incident tabletop. Lessons 10.0 to 10.8: 302 min, 68 slides.

In the book: Ch. 24 Security and Compliance, Ch. 20 Hardware Security Module Infrastructure, Ch. 20b OpenBao Operations: Secret Engines, Dynamic Credentials and Disaster Recovery, Ch. 24h Mutual TLS Between Kubernetes Services for iGaming Platforms, Ch. 23c Secrets Management and Git Hygiene for iGaming Engineering, Ch. 10 Complete Platform Architecture, Ch. 23 DevSecOps for iGaming, Ch. 23b DevSecOps Pipeline Implementation: From GitHub Actions to Self-Hosted GitLab CI

6. UK and Europe Weeks 8 to 9

6.1 11 Great Britain, Malta, hubs RECOMMENDED

The two licence families, Great Britain as a design problem, Malta's licence types and system audit, Gibraltar and the Isle of Man. Lessons 11.0 to 11.5: 225 min, 57 slides.

In the book: Ch. 10 Complete Platform Architecture, Ch. 02 Regulation and Compliance Landscape, Ch. 06 Licensing Guide, Ch. 29c European Datacenter Infrastructure for Regulated Gaming, Ch. 26 Responsible Gaming and Player Protection Systems, Ch. 26b Self-Exclusion Registries: From API to Audit Trail, Ch. 24d KYC Evidence Lifecycle, Ch. 36b The Financial Truth Layer -- Ledger, Treasury, and Reconciliation

6.2 11 Nordics and six-licence design RECOMMENDED

Sweden and Denmark, a lab on rules as data, one platform for six European licences, and enforcement cases. Lessons 11.6a to 11.10: 230 min, 32 slides.

In the book: Ch. 06 Licensing Guide, Ch. 26b Self-Exclusion Registries: From API to Audit Trail, Ch. 24d KYC Evidence Lifecycle, Ch. 47b Configuration and Rules Distribution -- Feature Flags, Jurisdiction Rules, and the Propagation Model, Ch. 27b The Jurisdiction Transfer Gateway and Cookie Consent, Ch. 26 Responsible Gaming and Player Protection Systems, Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke, Ch. 29c European Datacenter Infrastructure for Regulated Gaming

7. North America Weeks 9 to 11

7.1 12 US states RECOMMENDED

New Jersey, Pennsylvania and Michigan: partners and skins, in-state infrastructure, per-state spokes and self-exclusion lists. Lessons 12.0 to 12.9: 413 min, 78 slides.

In the book: Ch. 11 Online Poker Platform Architecture, Ch. 06 Licensing Guide, Ch. 02 Regulation and Compliance Landscape, Ch. 24 Security and Compliance, Ch. 29a On-Premises Infrastructure for US-Regulated iGaming, Ch. 10 Complete Platform Architecture, Ch. 27 Data Residency and Backup/Recovery, Ch. 26b Self-Exclusion Registries: From API to Audit Trail

7.2 13 Canada (Ontario) RECOMMENDED

The two-key model of AGCO and iGaming Ontario, standards written as outcomes, and the design of an Ontario spoke. Lessons 13.0 to 13.5: 193 min, 37 slides.

In the book: Ch. 12 Real-Time Cash Flow Management for Online Casinos, Ch. 40 Case Study -- Launching in a New Regulated Market, Ch. 02 Regulation and Compliance Landscape, Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 26b Self-Exclusion Registries: From API to Audit Trail, Ch. 24e Geofencing and Location Verification, Ch. 10 Complete Platform Architecture, Ch. 27 Data Residency and Backup/Recovery

8. Latin America, offshore and APAC Weeks 11 to 13

8.1 14 Brazil behind a legal gate RECOMMENDED

The region in four shapes, then Brazil as a design problem: authorization, CPF and payments, signed batches to SIGAP. It starts at the legal status gate because MP 1.394/2026 banned fixed-odds betting. Lessons 14.0 to 14.5: 260 min, 54 slides.

In the book: Ch. 02 Regulation and Compliance Landscape, Ch. 29f Latin America Datacenter Infrastructure for Regulated Gaming, Ch. 06 Licensing Guide, Ch. 46 Building a Brazilian Betting Platform: Architecture, Compliance, and Implementation, Ch. 36 Financial Operations, Ch. 25b Regulatory Reporting and Evidence Export, Ch. 26b Self-Exclusion Registries: From API to Audit Trail

8.2 14 Colombia, Mexico, Argentina RECOMMENDED

The Brazil spoke design, then Colombia, Mexico and Argentina and an exercise on the order of a LatAm expansion. Lessons 14.6 to 14.11: 227 min, 38 slides.

In the book: Ch. 46 Building a Brazilian Betting Platform: Architecture, Compliance, and Implementation, Ch. 27 Data Residency and Backup/Recovery, Ch. 29f Latin America Datacenter Infrastructure for Regulated Gaming, Ch. 06 Licensing Guide, Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke, Ch. 07 Casino Implementation Planning and Timeline

8.3 15 Offshore and Asia-Pacific RECOMMENDED

Curacao after the LOK, the Philippines under PAGCOR, grey-market doorways, and how to add an international licence without contaminating a regulated group. Lessons 15.0 to 15.5: 198 min, 39 slides.

In the book: Ch. 40 Case Study -- Launching in a New Regulated Market, Ch. 06 Licensing Guide, Ch. 29e Datacenter Infrastructure for Africa and Offshore Jurisdictions, Ch. 29d Datacenter Infrastructure for Regulated Gaming -- Asia-Pacific and Middle East, Ch. 41b Case Study: The Grey-Market Doorway and the Regulated Alternative, Ch. 16 Cryptocurrency and DeFi Integration, Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke, Ch. 27b The Jurisdiction Transfer Gateway and Cookie Consent

9. Capstone: design and defend Weeks 14 to 15

9.1 16 Brief, requirements, architecture RECOMMENDED

Teams get a multi-jurisdiction scenario, build the requirements and constraints matrix and draw the architecture and data placement. Lessons 16.1 to 16.3b: 280 min, 17 slides.

In the book: Ch. 07 Casino Implementation Planning and Timeline, Ch. 40 Case Study -- Launching in a New Regulated Market, Ch. 06 Licensing Guide, Ch. 10 Complete Platform Architecture, Ch. 27 Data Residency and Backup/Recovery, Ch. 27b The Jurisdiction Transfer Gateway and Cookie Consent, Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke, Ch. 29a On-Premises Infrastructure for US-Regulated iGaming

9.2 16 Evidence plan, defense, debrief RECOMMENDED

Teams write the evidence plan and launch sequence, defend the design in front of a panel and get scored against the rubric. Lessons 16.4 to 16.6: 350 min, 14 slides.

In the book: Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 25b Regulatory Reporting and Evidence Export, Ch. 07 Casino Implementation Planning and Timeline, Ch. 33 Operational Playbooks, Ch. 35 Incident Management

Common pitfalls

- Taking jurisdiction modules before Modules 07 and 08. The spoke designs assume both.
- Splitting teams by profession. The exercises work because engineers and compliance people have to agree on one sheet.
- Attending without reading. Slides summarize; the book chapters carry the depth and the code.
- Treating roadmap figures as permanent. They carry an as_of date and need a check before each cohort.
- Leaving the evidence step for the end of every exercise, then running out of time for it.
- Describing the certificate as a regulatory qualification. It is a training certificate.

Sources

1. UK Gambling Commission, testing strategy for remote gambling and software technical standards, summary
   https://www.gamblingcommission.gov.uk/strategy/testing-strategy-for-compliance-with-remote-gambling-and-software-technical/1-summary
2. UK Gambling Commission, personal management licence guide
   https://www.gamblingcommission.gov.uk/licensees-and-businesses/guide/personal-management-licence
3. Malta Gaming Authority, Key Functions
   https://www.mga.org.mt/licensee-hub/key-function/
4. AGCO, Registrar's Standards for Internet Gaming (full text)
   https://agco.ca/en/book/export/html/245361
5. Google SRE book, chapter 28, Accelerating SREs to On-Call and Beyond
   https://sre.google/sre-book/accelerating-sre-on-call/
6. Brazil, Medida Provisória 1.394 of 25 September 2026 (Planalto)
   https://www.planalto.gov.br/ccivil_03/_ato2023-2026/2026/Mpv/mpv1394.htm

Companion to *The Backend of Luck* and its jurisdiction roadmaps. Hours and slide counts come from the lesson tables in the training plan.