

MGM Springfield Generates Diverse Economic Activity in First Year of Operations

MGM Springfield was the first resort-style casino in Massachusetts, opening on August 24, 2018. The SEIGMA team investigated the economic impacts of the MGM Springfield casino on the MA economy during the first year of operation (August 2018-July 2019). The [MGM Springfield First Year of Operation: Economic Impacts Report](#) provides details of these findings.

MGM Springfield Revenue

The \$365 million dollars spent in and around MGM Springfield by casino patrons during its first year supported:

- An average of 2,538 positions at the casino
- \$85 million in wages
- \$110 million of demand for intermediate goods and services
- \$101 million in payments to the state government

Estimates of secondary and “spin off” effects include an additional 3,740 jobs and \$640 million in value added to the state economy.

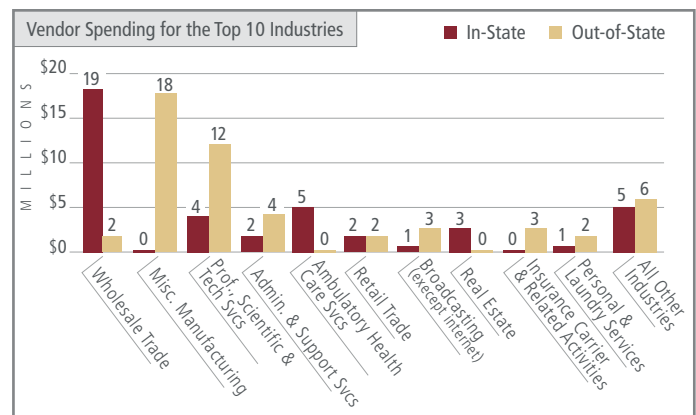
Employment

MGM Springfield opened with 3,072 employees which gradually declined over the first year to 2,122 employees (a 31% decrease).

- Three quarters of MGM Springfield workers held full-time positions at the casino.
- An average of 2,538 jobs at MGM Springfield paid employees \$85 million.
- The majority of employees (72%) lived in the three-county Pioneer Valley region of Massachusetts, with the remainder of workers mostly located out of state (in Northern Connecticut).

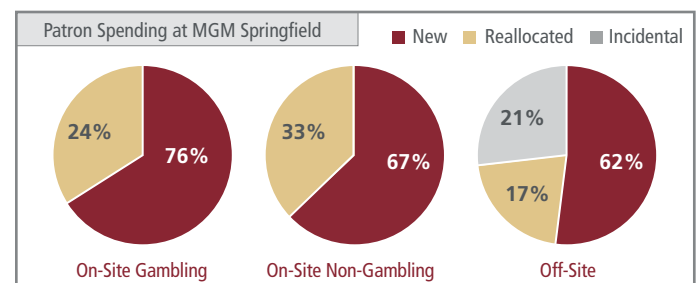
MGM Springfield Payments to Outside Entities

While the majority of total spending (58%) occurred within Massachusetts, including 31% in the Pioneer Valley, most private sector vendor spending (53%) went to out-of-state vendors.



Patron Spending

The SEIGMA team conducted a patron survey at MGM Springfield in 2019 to better understand the economic impact of patron spending, both gambling and non-gambling, on-site and off-site. Spending was classified into three categories: new spending (would not have occurred in the state if there was no casino); reallocated spending (would have spent money on something else in MA if there was no casino); and incidental spending (non-gambling, off-site spending that would have happened whether or not the casino opened). Details are in the [Patron and License Plate Survey Report: MGM Springfield 2019](#).



The majority of the patron spending (60%) was on gambling with nearly 80% considered new (MA residents who would have otherwise spent their money gambling at an out-of-state casino, or out-of-state residents who specifically visited MA to gamble at MGM Springfield).

Patrons reported spending nearly as much outside the casino as inside the casino on non-gambling activities. This suggests many patrons were spending money elsewhere in Springfield during their visit.

SEIGMA PROJECT OVERVIEW

The SEIGMA project is funded by the Massachusetts Gaming Commission as part of a comprehensive research agenda. Experts from several disciplines, with contributions from many groups throughout MA, use state-of-the-art design, rigorous data collection and research methods, and careful analytic approach to establish the effects of casino gambling at state, regional, and local levels.