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GLOSSARY

Annuity: An investment, usually offered by insurance companies, that guarantees the owner a fixed payment each year for a specific number of years.

“Chasing” Losses: Continuing to gamble in an effort to win back prior gambling losses.

Compact: A formal agreement, such as one between nations.

Compulsive Gambling: See “Pathological Gambling.”

Dependent event: An event that has outcomes whose probabilities are determined by previous outcomes. An event whose outcome is influenced by another event’s outcome is considered a dependent event.

Distribution: A set of numbers collected from a well-defined universe of possible measurements arising from a property or relationship under study.

Independent event: An event that has outcomes whose probabilities are fixed. An event is considered independent if each outcome of that event always has the same probability, regardless of the outcomes of other events.

Mean: Arithmetic average of a group of numbers.

Median: The halfway point of a group of numbers; an equal percentage of numbers fall above and below the median.


Mode: The value or item in a group that has the most occurrences in that group (i.e., the one that appears the most frequently).

Normal Distribution: A theoretical frequency distribution for a set of variable data, usually represented by a bell-shaped curve symmetrical about the mean.

Pathological Gambling: A chronic and progressive psychological disorder characterized by emotional dependence, loss of control and accompanying negative consequences in the gambler’s school, social or family life. Approximately 4% of youth meet the criteria for pathological gambling.

Probability: The likelihood that a given event will occur. Mathematically, probability is expressed as the ratio of the number of actual occurrences to the number of possible occurrences.

Problem Gambler: A “problem gambler” is a person who suffers some loss of control over his/her gambling behavior, leading to negative consequences that are significant but sub-clinical (i.e., not diagnosable as pathological behavior). Between 9.9% and 14.2% of children and youth might be “problem gamblers.”



Random: A characteristic of a process such that each member of a group has the same probability of occurrence. If a process is random, each possible outcome in that process has the same chance, or probability, of occurring.

Representative Sample: A sample is a set of elements drawn from the overall population being investigated. A sample is representative of the population from which it was drawn when the characteristics of the sample accurately reflect the characteristics of the whole population.

Response Rate: The response rate of a study is the percentage of people that participated in the study. Response rate is calculated by dividing the number of participating people by the total number of people selected to participate in the study.

95% Confidence Interval: If the event was repeated, similar results likely would occur 95 out of 100 times.