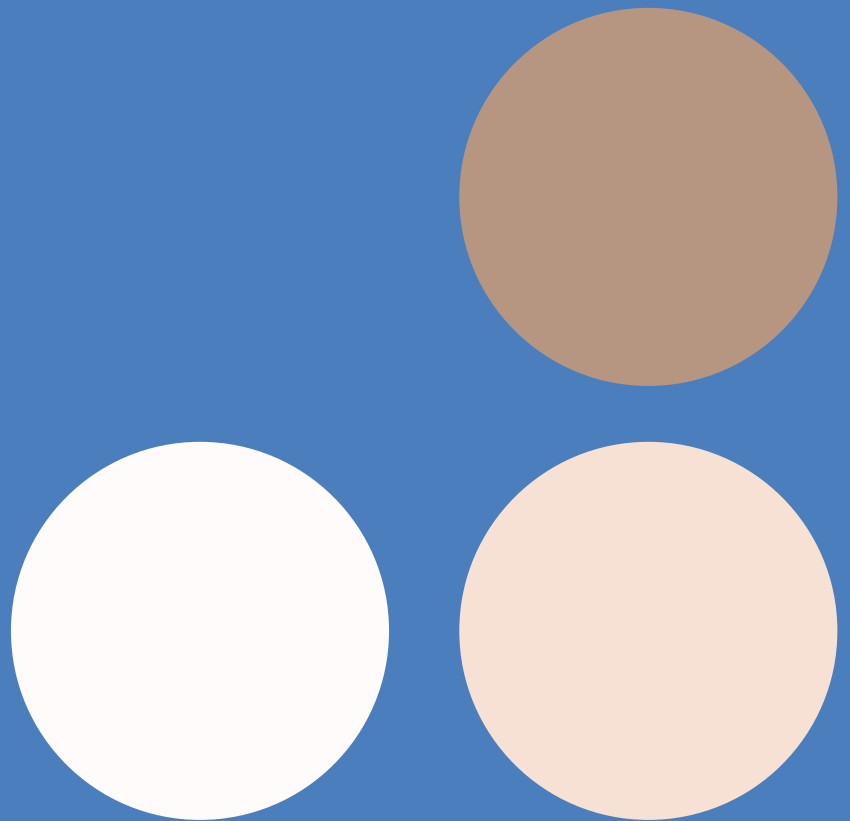


**greo**

**Prevention and Education Review:  
Gambling-Related Harm**

**Glossary**



# Glossary

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**ACTIVE TREATMENT GROUP/ INTERVENTION GROUP**

The group of research participants that receive an intervention (e.g., treatment, drug, etc.). The active treatment or “intervention” group is usually compared to a control group.

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**ADHERENCE TOOLS**

Responsible gambling tools that are designed to encourage players to set a limit on their play and then stay within that limit.

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**AFFECTED OTHERS**

People close to someone who gambles (e.g., family, friends) who experience harm caused by the gambler’s behaviour.

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**AGENCY**

The ability to act independently and make one’s own choices.

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**BEHAVIOUR TRACKING/ PERSONALIZED BEHAVIOURAL FEEDBACK**

Giving players information about their gambling behaviour using their player account data. Personalised feedback uses behaviour tracking software that is activated when the player uses a player account card when gambling (typically a loyalty programme membership card or an online gambling account).

**BLINDING**

Not letting participants or the researchers know to which group (e.g., treatment, control) participants are assigned.

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**CAPACITY  
DEVELOPMENT**

Obtaining and/or improving skills, knowledge, resources, and tools.

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**CASE-CONTROL  
DESIGN**

A type of observational research study design where participants are selected based on a difference in outcome (those with the outcome are 'cases' and those without are 'controls'). The groups are compared based on a potential causal factor.

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**CASH OUT**

The opportunity to get paid for a bet before the event has ended.

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**COGNITIVE  
BIASES**

Unconscious errors in thinking that result from the tendency of people to perceive information based on their own preferences and experiences.

**COHORT-ANALYTIC DESIGN** A research design that involves studying two groups pre- and post-intervention (not RCT).

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**COMORBIDITIES** The presence of two or more mental or physical health conditions in the same person.

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**CONFOUNDERS** Other factors that could be influencing the outcome of a statistical test (e.g., regression analysis), but were not identified or accounted for in the statistical test.

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**CONTROL GROUPS** A group of study participants that are compared to another group of participants to determine the effects of an intervention.

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**CONVENIENCE SAMPLE** A type of non-probability sampling where study participants are recruited because they are 'convenient' to the researcher or easy to reach.

**CROSS-SECTIONAL DESIGN**

A research design where information is collected at one time-point only.

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**CROSS-SECTIONAL RETROSPECTIVE SURVEYS**

A research design where information is collected at one time-point only and relies on participants' recall of experiences, activities, and behaviours.

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**DAILY FANTASY SPORTS**

Participants place a monetary wager to select imaginary teams composed of proxies of real players of a professional sport. Outcomes are based on the statistical performance of those players in actual games over a limited time.

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**DARK LOGIC MODELLING**

A process to guide assessment of potential harms associated with public health interventions.

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**DEMAND CHARACTERISTICS**

Any potential cues during a study that may cause participants to change their behaviour based on their interpretation of the cue or study purpose.

**DEMOGRAPHIC  
QUESTIONS**

Questions meant to determine characteristics of a study participant such as age, sex, marital status, education, and income.

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**DISORDERED  
GAMBLING OR  
GAMBLING DISORDER**

An Addictive Disorder in the Diagnostic and Statistical Manual of Mental Disorders (DSM-5). It is currently the only recognised behavioural addiction. It is characterised by persistent and recurring problem gambling behaviour among individuals who demonstrate at least four of nine specific criteria in a 12-month period (e.g., needs to gamble with increasing amounts of money to achieve the desired excitement, often gambles when feeling distressed, lies to conceal the extent of gambling involvement).

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**DISSOCIATION**

A psychological state where a person disconnects from their thoughts, feelings, memories, or sense of identity.

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**ECOLOGICAL  
VALIDITY**

During experimental research, the artificial nature of environment where the data is being collected, may not match-up completely with the related real-world environments.

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**EMPIRICAL  
ASSESSMENT**

A way of obtaining research results through observation, experiment, or experience.

**EMPIRICALLY TESTED**

Results obtained through empirical assessment (see above).

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**ERRONEOUS COGNITIONS**

For gambling, the faulty beliefs about how games of chance work.

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**EXCESSIVE GAMBLING**

Spending more time and/or money gambling than intended.

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**EXCLUSION CRITERIA**

Reasons for which studies would be excluded from a review, or for which participants from a target population would be excluded from a study.

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**EXPERIMENTAL RESEARCH**

A type of study where the researcher has control over conditions of the study such as when and where it takes place, randomisation of control groups, and who is exposed to an intervention.

**EXPERIMENTER EFFECTS**

The unintended influence of the experimenter's expectations on the behaviour of research participants.

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**EXTERNAL VALIDITY**

The extent to which study results can be expected to apply to other people and settings.

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**FACE VALIDITY**

The extent to which a measure seems to intuitively make sense.

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**FIXED ODDS BETTING TERMINALS (FOBT) (OR B2 MACHINES)**

A type of electronic gaming machine found in betting shops where players bet on the outcome of various games and events that have fixed odds. The theoretical percentage return to player (RTP) must be displayed on the machine.

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**GAMBLING MANAGEMENT TOOLS**

Safeguards for people who gamble to prevent excessive gambling. Some examples are players setting monetary and time limits, self-exclusion agreements, operators making information about safer gambling and other help resources readily available.



**GAMBLING SPEND  
OR EXPENDITURES**

The amount of money spent on gambling during a period (e.g., a session, day, month, or year).

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**GATEKEEPER**

Someone with the power to determine who has access to a group and who does not, normally a member of the community.

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**GENERALISABILITY**

The extent to which findings from a research study can be applied to the general population.

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**INCLUSION  
CRITERIA**

Reasons for which studies would be included in a review, or for which participants from a target population would be included a study.

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**IN-PLAY SPORTS  
BETS (ALSO LIVE-  
ACTION BETTING)**

Bets placed while an event is taking place.

**INTERNAL  
VALIDITY**

The extent to which study results are attributable to the effects of an intervention or treatment rather than to flaws in the research design.

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**JURISDICTION**

A specific geographic area that has a defined legal authority such as a national, state, or provincial government.

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**KNOWLEDGE  
SYNTHESIS**

A way to summarise relevant studies for a specific question, identify gaps in the research evidence, and share inconsistencies in the findings. All types of evidence reviews are a form of knowledge synthesis.

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**LAND-BASED  
GAMBLING**

Gambling that takes place in a land-based setting (e.g., casino, pub, betting shop) as opposed to gambling that takes place online.

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**LEGALISED  
GAMBLING**

A regulated style of gambling that includes a variety of gambling types such as casinos, electronic gaming machines, horse racing, lottery tickets, scratch cards, bingo, and legal sports betting, among others.

**LIMIT ADHERENCE** Not exceeding preset financial or time-based upper limits.

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**LIMIT SETTING** Setting a monetary or time-based upper limit that may be specific to a single gambling episode or over a select period (e.g., a year).

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**LONGITUDINAL RESEARCH DESIGN** A research design whereby information is collected from the same study participants at more than one time point.

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**META-ANALYSIS** A research design where results of individual studies on the same topic are combined and further analysis is conducted to determine overall trends and consistencies in intervention outcomes.

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**MICRO-BETS** Quick bets placed during a sports match on minor outcomes where the results are almost immediately known (e.g., whether the next serve in a tennis match will be an ace or a fault).

**NARRATIVE  
REVIEW**

A type of knowledge synthesis where findings from research studies are typically presented in their original form, followed by some explanation and interpretation of the evidence.

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**NEGATIVE OR  
LOSS-FRAMED  
MESSAGING**

Messages that focus on the harmful consequences of risky behaviour.

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**OBJECTIVE  
MEASURES**

Measures that can be assessed independently of the research participants or their beliefs, e.g., date of birth, highest level of education, marital status, etc.

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**OBJECTIVE  
ODDS**

The probability that something will occur based on recorded observations of past occurrences. By contrast, subjective odds are based on personal estimates.

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**OFFSHORE  
GAMBLING**

Gambling that takes place at online sites operating outside of national borders. These sites may be licensed to operate in their own jurisdiction, but they may not be secure or have protective measures for vulnerable players.

**PLAYER  
MANAGEMENT  
TOOLS**

Safeguards for people who gamble to prevent excessive gambling. Some examples are setting monetary and time limits, and self-exclusion agreements.

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**POINT-OF-SALE  
SAFER GAMBLING  
MESSAGING**

Point-of-sale messaging targets players at the place of purchase by drawing attention to safer gambling messages and tools.

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**POSITIVE OR  
GAIN-FRAMED  
MESSAGING**

Messages that focus on the benefits of action.

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**PRE-COMMITMENT**

Restricting the amount of money spent on gambling to an affordable limit, before play begins.

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**PRIMARY  
RESEARCH**

A research methodology where researchers collect data for the study, rather than using data previously collected by others or for other research projects.

**PRISMA  
DIAGRAM**

PRISMA is the short form of Preferred Reporting Items for Systematic Reviews and Meta-Analyses. A PRISMA diagram shows the flow of information through a knowledge synthesis by depicting the number of records identified, excluded and included, and why records were excluded.

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**PROBLEM  
GAMBLING**

Occurs when a person's gambling causes harm to themselves or others.

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**PROBLEM  
GAMBLING  
SEVERITY INDEX  
(PGSI)**

A standardised measure of the severity of gambling problems for the general population. It identifies four risk categories: non-problem, low-risk, moderate-risk, and problem gamblers.

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**PROSPECT  
THEORY**

People will react differently to messages that are factually equivalent depending on whether they are framed positively to emphasise benefits (gain-framed) or negatively to emphasise costs (loss-framed).

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**PUBLICATION  
BIAS**

The selection of a study for publication based on the study outcome or strengths of its statistical results. Studies without statistical significance are less likely to be published.

**RANDOMISATION**

Research participants are assigned to groups in a way that is entirely due to chance. Each person has an equal probability of being placed in a group (e.g., intervention group, control group).

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**RANDOMISED CONTROL TRIALS (RCT)**

Participants are randomly assigned to one of two groups: one receiving a treatment or intervention, and one receiving an alternate or no treatment. The groups are assessed post-intervention to see if there are differences in the outcome.

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**RANDOMISED DESIGN**

A research design where participants in a study are randomly assigned to either an intervention or a control group. It assumes that on average, extraneous factors will affect each group in the same way so that any significant differences between groups will be due to the intervention.

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**RATIONAL-EMOTIVE EDUCATION**

Rational-emotive therapy helps people to identify negative thought patterns and irrational beliefs that could lead to behavioural or emotional issues. Rational-emotive education focuses on classroom activities to help teach rational thinking to children and youth.

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**RECALL BIAS**

An error that occurs when research participants do not accurately remember past events or experiences or may leave out details.

**REGULATORY MEASURES**

Any regulation, law, policy, procedure, rule, or administrative action.

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**RELIABILITY**

The consistency or stability of a measure when used from one study to the next so that when repeated, measurements of the same thing produce identical or very similar outcomes.

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**REPLICABILITY**

The ability to reproduce the findings of other researchers to increase confidence in those findings.

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**REPRESENTATIVE SAMPLE**

A sample that has similar characteristics to the population from which it was drawn. Information and statistical outcomes can be generalised to the population. Random methods are normally used to draw the sample.

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**RESEARCH SYNTHESSES**

The process of assessing two or more research studies to summarise evidence relating to a specific question. It is used to make sense of a body of research.



**RESPONSE BIAS** A response that is affected by the interaction between a researcher and a study participant.

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**RESPONSIBLE GAMBLING INFORMATION CENTRE** An information centre with tools, tips, and information to support a positive gambling experience.

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**REVERSE WITHDRAWAL** A term used by online casinos to describe the waiting period imposed between when a withdrawal request is made, and the request is processed. During that time, the player can reverse the request so that the money goes back into the player's account, and they can continue to access it.

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**RISK PROFILE** A series of questions that can help to determine a person's risk for developing a gambling problem. Gambling risk profile is often assessed using the Problem Gambling Severity Index (PGSI).

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**RISKY GAMBLING BEHAVIOUR** Behaviours such as spending excessive amounts of time and money gambling that contribute to the development of gambling problems.

**SAFER GAMBLING MESSAGING**

Messaging about safer gambling tools, options, and practices delivered through population-based advertising campaigns, in-venue responsible gambling information centres, on electronic gambling machines [EGMs], and other point-of-sale opportunities.

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**SCOPING REVIEW**

A type of knowledge synthesis used to assess the potential size and scope of the evidence base. It is well suited to topics where there is a less established research presence. Scoping reviews are effective in identifying the current state of evidence and recommending priorities for future investigation.

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**SCREENING**

A preliminary assessment of whether a person has a gambling problem and may require a full assessment.

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**SEARCH TERMS**

A word or set of words used to retrieve articles about a specific topic from an electronic database.

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**SELECTION BIAS**

A type of bias that occurs when the researcher decides which participants will be included in a study instead of using a random selection process. It means that groups may already differ before receiving an intervention. It can also occur when people self-select for a study.

**SELF-APPRAISAL** The process of evaluating or assessing one's strengths and weaknesses.

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**SELF-EFFICACY** A person's belief in their power to affect situations, critical thinking, and decision-making skills.

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**SELF-MONITORING** The process of being aware of and keeping track of one's behaviours, thoughts, and feelings in relation to a specific goal.

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**SET AND FORGET BETS** A form of sports betting where the bet is placed before the event and left to run its course without cashing out.

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**SIGNPOST** Providing directions or links to useful resources.

**STAKEHOLDERS**

People or organisations with an interest in the success of an initiative, project, or policy.

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**STRUCTURAL CHARACTERISTICS (OF GAMBLING ACTIVITIES)**

Design features of gambling types or products that can influence how people play (e.g., jackpot size, audiovisual features of electronic gambling machines, near-miss characteristics, and speed of play).

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**SUBJECTIVE MEASURES**

Something that can only be learned from the research participants (e.g., whether they agree or disagree with a certain phenomenon, how they feel about events or activities, etc.) and not observed directly by the researcher.

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**SYSTEMATIC REVIEW**

A type of knowledge synthesis that systematically searches for, appraises quality, and summarises research evidence while adhering to strict guidelines for what information is to be included or excluded. It relies upon having an established evidence base.

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**TEMPORAL PRECEDENCE**

Establishes a cause-effect relationship between two factors in that the cause is shown to occur before a related effect or outcome.

**THEORETICAL  
LOSS**

A measure of gambling intensity that is a product of total bet size and the house advantage. It indicates the amount of money a player is willing to risk.

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**THEORETICAL/  
NON-EMPIRICAL  
PAPERS**

A paper focused on a theory or abstract principle that describes or explains a specific area of knowledge. A theoretical paper does not normally present research data.

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**THIRD SECTOR  
CHARITIES**

Organisations that are independent of government, and operate without a profit goal in mind, to achieve socially beneficial outcomes (also known as not-for-profit or civic organisations).

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**TOTAL  
CONSUMPTION  
MODEL**

A strong association between the total consumption (i.e., time and money spent gambling) and the prevalence of excessive/harmful gambling in a population.

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**UMBRELLA  
REVIEW**

A form of knowledge synthesis that systematically compiles evidence from other reviews, or knowledge syntheses. It is commonly used to assess what is known about a topic, what is unknown, and where further research is needed.

**UNINTENDED  
CONSEQUENCES**

Unanticipated and unpredictable effects that emerge following an intervention, and have an unforeseen negative effect.

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**VARIABLE-RATIO  
REINFORCEMENT  
SCHEDULE**

A response is reinforced or rewarded after an unpredictable number of responses or “attempts.”

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**VOLUNTARY  
DEPOSIT LIMIT  
TOOL**

A gambling management tool where players set a monetary limit on deposits to their registered player account that may be specific to a single gambling episode or over a select period (e.g., a year).

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