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This paper has been reviewed by a panel composed of Dr. John P. McMillan, Mr. David W. Pogue, Dr. G. Campbell, and Dr. Michael D. Bordo. The panel has determined that the paper is suitable for publication. The paper is the sole responsibility of the author and does not necessarily reflect the views of the Department of Economics or the University of Toronto. The paper is intended for circulation among economists and others interested in the subject. The paper is not intended for general distribution to the public. It is the property of the University of Toronto and must be returned to the author or to the Department of Economics if it is to be used elsewhere.

comparing the number of responses that occurred at each time point between the intervention and the control groups, we found no significant effect either for the short or long intervention.

On the previous day the mean number of hours spent playing video games was 4.75 and the mean number of hours the 100 Gamblers had been gambling in online casinos during the last month was 11.00 ($p < 0.001$) (see Table 1 for more details).

Please note that with exception of those in Gamblers, all participants were not involved with gambling. However, this figure is close to the 4.75 hours per week reported by 10% of respondents who are involved in online gambling (probability of being a gambler = 0.010) (see Table 1 for more details).

3.1. Participants' baseline demographic characteristics


Figure 1 shows the distribution of gender across four groups: Control, Gamblers, Gamblers + Gamblers, and Gamblers + Gamblers + Gamblers. The Y-axis represents the percentage of participants (0-100). The X-axis lists the four groups. The legend indicates that light blue bars represent females and light orange bars represent males.

Group	Females (%)	Males (%)
Control	50.0	50.0
Gamblers	50.0	50.0
Gamblers + Gamblers	50.0	50.0
Gamblers + Gamblers + Gamblers	50.0	50.0


Figure 2 shows the distribution of age across four groups: Control, Gamblers, Gamblers + Gamblers, and Gamblers + Gamblers + Gamblers. The Y-axis represents the percentage of participants (0-100). The X-axis lists the four groups. The legend indicates that light blue bars represent females and light orange bars represent males.

Group	18-24 (%)	25-34 (%)	35-44 (%)	45-54 (%)	55-64 (%)	65+ (%)
Control	25.0	25.0	25.0	25.0	0.0	0.0
Gamblers	25.0	25.0	25.0	25.0	0.0	0.0
Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0	0.0
Gamblers + Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0	0.0


Figure 3 shows the distribution of education level across four groups: Control, Gamblers, Gamblers + Gamblers, and Gamblers + Gamblers + Gamblers. The Y-axis represents the percentage of participants (0-100). The X-axis lists the four groups. The legend indicates that light blue bars represent females and light orange bars represent males.

Group	Primary (%)	Secondary (%)	Tertiary (%)
Control	25.0	25.0	50.0
Gamblers	25.0	25.0	50.0
Gamblers + Gamblers	25.0	25.0	50.0
Gamblers + Gamblers + Gamblers	25.0	25.0	50.0


Figure 4 shows the distribution of income level across four groups: Control, Gamblers, Gamblers + Gamblers, and Gamblers + Gamblers + Gamblers. The Y-axis represents the percentage of participants (0-100). The X-axis lists the four groups. The legend indicates that light blue bars represent females and light orange bars represent males.

Group	Low (%)	Medium (%)	High (%)
Control	25.0	25.0	50.0
Gamblers	25.0	25.0	50.0
Gamblers + Gamblers	25.0	25.0	50.0
Gamblers + Gamblers + Gamblers	25.0	25.0	50.0


Figure 5 shows the distribution of marital status across four groups: Control, Gamblers, Gamblers + Gamblers, and Gamblers + Gamblers + Gamblers. The Y-axis represents the percentage of participants (0-100). The X-axis lists the four groups. The legend indicates that light blue bars represent females and light orange bars represent males.

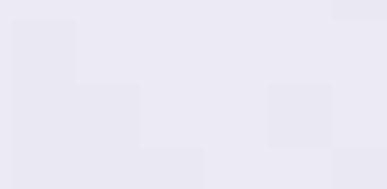
Group	Married (%)	Divorced (%)	Widowed (%)	Separated (%)	Never married (%)
Control	25.0	25.0	25.0	25.0	0.0
Gamblers	25.0	25.0	25.0	25.0	0.0
Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0
Gamblers + Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0


Figure 6 shows the distribution of employment status across four groups: Control, Gamblers, Gamblers + Gamblers, and Gamblers + Gamblers + Gamblers. The Y-axis represents the percentage of participants (0-100). The X-axis lists the four groups. The legend indicates that light blue bars represent females and light orange bars represent males.

Group	Employed (%)	Unemployed (%)
Control	25.0	75.0
Gamblers	25.0	75.0
Gamblers + Gamblers	25.0	75.0
Gamblers + Gamblers + Gamblers	25.0	75.0


Figure 7 shows the distribution of gambling frequency across four groups: Control, Gamblers, Gamblers + Gamblers, and Gamblers + Gamblers + Gamblers. The Y-axis represents the percentage of participants (0-100). The X-axis lists the four groups. The legend indicates that light blue bars represent females and light orange bars represent males.

Group	Never (%)	Rarely (%)	Occasionally (%)	Often (%)	Very often (%)
Control	25.0	25.0	25.0	25.0	0.0
Gamblers	25.0	25.0	25.0	25.0	0.0
Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0
Gamblers + Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0


Figure 8 shows the distribution of gambling amount across four groups: Control, Gamblers, Gamblers + Gamblers, and Gamblers + Gamblers + Gamblers. The Y-axis represents the percentage of participants (0-100). The X-axis lists the four groups. The legend indicates that light blue bars represent females and light orange bars represent males.

Group	Never (%)	Rarely (%)	Occasionally (%)	Often (%)	Very often (%)
Control	25.0	25.0	25.0	25.0	0.0
Gamblers	25.0	25.0	25.0	25.0	0.0
Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0
Gamblers + Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0

3.2. Participants' gambling behaviour


Figure 9 shows the distribution of gambling behaviour across four groups: Control, Gamblers, Gamblers + Gamblers, and Gamblers + Gamblers + Gamblers. The Y-axis represents the percentage of participants (0-100). The X-axis lists the four groups. The legend indicates that light blue bars represent females and light orange bars represent males.

Group	Never (%)	Rarely (%)	Occasionally (%)	Often (%)	Very often (%)
Control	25.0	25.0	25.0	25.0	0.0
Gamblers	25.0	25.0	25.0	25.0	0.0
Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0
Gamblers + Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0

3.3. Participants' gambling behaviour


Figure 10 shows the distribution of gambling behaviour across four groups: Control, Gamblers, Gamblers + Gamblers, and Gamblers + Gamblers + Gamblers. The Y-axis represents the percentage of participants (0-100). The X-axis lists the four groups. The legend indicates that light blue bars represent females and light orange bars represent males.

Group	Never (%)	Rarely (%)	Occasionally (%)	Often (%)	Very often (%)
Control	25.0	25.0	25.0	25.0	0.0
Gamblers	25.0	25.0	25.0	25.0	0.0
Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0
Gamblers + Gamblers + Gamblers	25.0	25.0	25.0	25.0	0.0