

Glossary common to all technical requirements volumes

#	English term	French term	English Definition
1	ANJ	ANJ	ANJ: Autorité Nationale des Jeux (French Gambling Authority).
2	ANSSI	ANSSI	ANSSI: Agence Nationale de la Sécurité des Systèmes d'Information (National Cybersecurity Agency of France).
3	Software architecture	Architecture logicielle	Software architecture: organisation of the various components of a software package.
4	Authenticity	Authenticité	Authenticity: the nature of information (document, data) which can be proven to be genuine, to have been effectively produced or received by the person claiming to have produced or received it, and to have been produced or received at the time stated.
5	Security requirement	Besoin de sécurité	Security requirement: security property to be guaranteed for information, process, service or material asset (examples: availability, integrity, confidentiality).
6	(Automatic) terminal	Borne (automatique)	(Automatic) terminal, also known as gaming terminal without human intermediation: a hardware device, positioned in a physical distribution network (examples: racecourses, retailers, tobacconists), incorporating a gaming client-type software interface, directly accessible to players or betters. This device enables the game to be played, the results of a game and the associated winnings to be consulted. It also authorises payment transactions (deposits and withdrawal of money) under conditions previously notified to the players.
7	Sensor	Capteur	Sensor: a constituent element of the collection and archiving system, whose function is to create traces. The trace creation function corresponds to the formatting of the data circulating between the player and the gaming platform and then transferring this data to the vault module of the collection and archiving system.
8	Certification	Certification	Certification: analysis that enables a customer to ensure, through the intervention of a competent and controlled independent professional, called a certifying body, that a product complies with one or more standards.
9	Game client	Client de jeu	<p>Game client: a component of the gaming software, made available to players or betters, or even point-of-sale retailers, enabling the latter to interact, in a "client-server" relationship, with the gaming platform, in particular the game engine (examples: consultation of the gambling offer displayed by the operator, placing of bets, consultation of betting results and associated winnings).</p> <p>The game client can implement all or part of the game mechanics and come in various forms:</p> <ul style="list-style-type: none"> -Web application, accessible from the operator's website using a web browser; -Computer application in the form of a fat client to be installed on the user's workstation; -Application for mobile devices or tablets; -Application for point-of-sale terminals; -Automatic remote gambling processing system (e.g.: software for betting via SMS or instant messaging). <p>It should be noted that the game client is conceptually distinct from the application client used. For example, in the case of a mobile phone application, the application client contains the game client but may also contain services such as account management, game statistics, news, etc. The approval of the game client is not intended to cover these ancillary services, but it is necessary to ensure that the game client is properly isolated in terms of security.</p>
10	Cloud computing	Cloud computing ou informatique en nuage	"cloud computing": a digital service that allows access via a network to a flexible and variable set of IT resources that can be shared and configured;
11	CNIL	CNIL	CNIL: Commission Nationale de l'Informatique et des Libertés (French Data Protection Authority).
12	Vault	Coffre-fort	Vault: a constituent element of the PSM, whose function is to encrypt, sign, time-stamp and archive the data traced and collected from the stream originating from the player or provided by the gaming platform. This is in order to guarantee confidentiality, authenticity and completeness over time.
13	Confidentiality	Confidentialité	Confidentiality: the property that the information is not made available or disclosed to unauthorised persons, entities or processes.
14	Security directive	Directive de sécurité	Security directive: application of the ISSP to a specific theme.
15	Availability	Disponibilité	Availability: the property of being accessible and usable on request by an authorised entity.
16	Sensitive document	Document sensible	Sensitive document: a sensitive document is a document that must not be brought to the attention of people (including internally) who do not need to know it.
17	sensitive data	Donnée sensible	<p>Sensitive data: within the meaning of these requirements, sensitive data is unclassified information or material, which, if it were disclosed to the public (via any means of communication, to the professional circle without the need to know, or in the context of the personal environment) or if a document were falsified, could harm the image or interests of the ANJ, operators holding an authorisation or exclusive right, organisations bound by contract or agreement or their staff.</p> <p>e.g.: audit reports (approval, certification, license, etc.), source codes, approval report, instruction reports, action plan, etc.</p>
18	Dreaded event	Évènement redouté	Dreaded event: an incident that affects the availability, integrity and/or confidentiality of information, process, service or material asset (e.g.: unavailability of the file server).
19	Business functions (in the sense of gaming software)	Fonctions métier (au sens du logiciel de jeu)	Business functions (in the sense of gaming software): a set of game primitives and functions contributing to the implementation of game mechanics and rules defining a game.
20	Random Number Generator (RNG)	Générateur de nombres aléatoires (GNA)	Random Number Generator (RNG): a device capable of generating a sequence of values with random (or close to random) properties, for which it is difficult, if not impossible, to identify groups of numbers that follow identifiable prediction rules. This device is implemented when the course of the game requires the generation of a random variable, for example, in poker with the random drawing of cards or even online lottery games without a physical draw.
21	Severity	Gravité	Severity: estimate of the level and intensity of the effects of a risk. Severity provides a measure of perceived adverse impacts, whether direct or indirect.
22	Security approval	Homologation de sécurité	Security approval: validation by an approval authority that the level of security achieved by the organisation meets expectations and that the residual risks are accepted within the scope of the study.
23	Security incident	Incident de sécurité	Security incident: an event or a set of events that affects the availability, integrity and/or confidentiality of information, process, service or material asset.
24	Integrity	Intégrité	Integrity: the complete and unaltered nature of information proving that it has not undergone any addition, withdrawal or accidental or intentional modification, since its validation.

25	Online gambling and betting	Jeu et pari en ligne	Online gambling and betting: gambling and betting where the commitment is made through an online public communication service.
26	Gaming software	Logiciel de jeu	Gaming software: all the computer applications or programmes implementing the game mechanics. Any computer application or programme supporting or modifying all or part of the game mechanics shall be considered an integral part of the gaming software. The gaming software is conceptually composed of the following business components: -A game engine integrated into the gaming platform; -A totaliser for mutual betting games; -A random number generator device (RNG) for games of chance; -One or more game clients available to players (examples: web application, mobile apps for Android and iOS, terminal software, point-of-sale terminal software, automatic remote gaming systems; -API services , integrated into the gaming platform, enabling the various application components of the gaming platform or any other external application (including gaming customers) to interact with the game engine. If the gaming software has been developed in accordance with modular architecture that respects the breakdown into business components described above, the software approval can be processed in a modular fashion.
27	Game mechanics (or game logic)	Mécanique de jeu (ou logique de jeu)	Game mechanics (or game logic): in this document, it is understood as all calculations, processing of information and behaviours allowing the implementation of the rules of play defining the game.
28	Threat	Menace	Threat: a generic term for any hostile intent to cause harm.
29	Security measure	Mesure de sécurité	Security measure: means of dealing with a risk in the form of solutions or requirements that can be included in a contract. A measure can be functional, technical or organisational. It can affect information, a process, a service, a material asset, a stakeholder in the ecosystem.
30	Game engine	Moteur de jeu	Game engine: a component of the gaming software, usually integrated into the gaming platform, responsible for providing gaming primitives to the gaming software, or even ensuring the complete management of gambling operations (examples: taking bets in sports and horse racing, drawing and dealing of cards in poker, calculation and distribution of winnings, etc.). The advantage of a game engine developed as a separate module lies in the modular nature of the solution and the abstraction layer it offers for developing games that are based thereon. The game rules and mechanics are usually driven by the game engine.
31	Stakeholder	Partie prenante	Stakeholder: a person, group of people, organisation or source of risk in direct or indirect interaction with the subject of study (examples: a service provider working on an IS system, a supplier).
32	Business Continuity Plan (BCP)	Plan de continuité d'activité (PCA)	Business Continuity Plan (BCP): a formalised set of procedures and measures designed to ensure that the business activity continues without interruption and to ensure the availability of information regardless of the incidents encountered.
33	Disaster Recovery Plan (DRP)	Plan de reprise d'activité (PRA)	Disaster Recovery Plan (DRP): a formalised set of procedures to be followed for the restoration and reactivation of an information system in the event of a disaster or major incident resulting in a business interruption (examples: fire, breakdown, etc.).
34	Gaming platform	Plateforme de jeu	Gaming platform: all the technical infrastructure implemented for the purpose of providing gambling services to players or bettors. Infrastructure or service elements can be managed on their own by the operator or by third parties (examples: hosting by a third party, third-party infrastructure, gaming software solution provided by a third party).
35	Information Systems Security Policy (ISSP)	Politique de sécurité des systèmes d'information (PSSI)	Information Systems Security Policy (ISSP): a formalised set of strategic elements, directives, procedures, codes of conduct, organisational and technical rules, with the aim of protecting the information system(s).
36	Sensitive position	Poste sensible	Sensitive position: a human resources position, which may have direct or indirect access to personal data within the meaning of the GDPR or gambling operations or sensitive data.
37	Primitive (of the game)	Primitive (de jeu)	Primitive (of the game): elementary game information processing function. The sequence of a coherent set of game primitives aims to create game mechanics.
38	Security principle	Principe de sécurité	Security principle: the security principles are the expression of the necessary security guidelines and the important characteristics of the ISS for the development of an ISSP.
39	Security rule	Règle de sécurité	Security rule: security rules define the means and behaviours within the framework of the ISSP. They are created by applying security principles in a given environment and context.
40	Rules of the game	Règles de jeu	Rules of the game: a set of standards governing the conditions under which a game is played. The game rules describe, among other things, the equipment required for the game, the number of players allowed, the purpose of the game (or conditions of victory), the game start situation and how to play the game.
41	GDPR	RGPD	GDPR: General Data Protection Regulation
42	Risk	Risque	Risk: scenario describing a dreaded event and all the threats that make it possible. Its level is estimated in terms of severity and likelihood.
43	Initial risk	Risque initial	Initial risk: risk scenario assessed prior to application of the risk treatment strategy. Its level is estimated in terms of severity and likelihood.
44	Residual risk	Risque résiduel	Residual risk: risk scenario remaining after application of the risk treatment strategy. Its level is estimated in terms of severity and likelihood.
45	Software as a Service (SaaS)	Software as a service (SaaS) ou logiciel en tant que service	Software as a Service (SaaS): a software business model in which a third party provider hosts software applications and makes them available to its customers through online services.
46	Source of risk	Source de risque	Source of risk: an element, a person, a group of people or an organisation likely to generate a risk, accidentally or deliberately.
47	Physical Storage Medium (PSM)	Support Matériel d'Archivage (SMA)	Physical Storage Medium (PSM): a device for collecting and storing data exchanged between the player and the operator's gaming platform during gambling operations. This device shall be developed and operated under the responsibility of the operator.
48	Information system (IS)	Système d'information (SI)	Information system (IS): the structured set of technical resources (computer hardware, network equipment, software, business processes and procedures) and social resources (organisational structure and IS-related people) within an organisation, designed to develop, collect, process, classify, store, and disseminate information. The information system should not be confused with the IT system, which is only a subset of the former.
49	IT system	Système informatique	IT system: all the IT resources necessary for the processing of information (computers, programmes, network, software, etc.).

50	Point-of-sale terminal	Terminal en point de vente	Point-of-sale terminal, also known as gaming terminal with human intermediation: the point-of-sale terminal has the same functions as the point-of-sale station, however, access to the software interface is restricted to the personnel authorised by the operator and the point of sale managers (examples: retailers, tobacconists). The terminal can have management functions dedicated to retailers (stock management, accounting, ticket sales, etc.).
51	Internet terminal	Terminal Internet	Internet terminal: the player's means of accessing the Internet. This is generally a computer but may also be a telephone or a tablet, provided that the medium gives the player direct access to the website.
52	Totaliser (for mutual betting)	Totalisateur (pour les paris mutuels)	Totaliser (for mutual betting): a component of the mutual gambling software, usually integrated into the game engine, making a set of calculations, as part of a game, such as calculating the stakes, the payout ratios of winning games, and winning coupons of players.
53	tracability	Traçabilité	Traceability: a property that allows non-repudiation and ensures accountability. This means that this property guarantees the origin of the source, the destination, the veracity of an action and the identification of the entity responsible.
54	Likelihood	Vraisemblance	Likelihood: estimate of the probability of a risk occurring.