



**z approximation**– An approximation of a **test statistic** to the **standard normal distribution**.

**z distribution**– Same as *standard normal distribution*.

**zero-order table**– A **cross-tabulation** involving two **variables** without controlling for any other variable.

**zero population growth**– Absence of any growth in the population.

**zero-sum game**– In **theory of games**, any game in which one player can gain only at the expense of another and in which one player gains exactly the amount the other player loses.

**z ratio**– The **test statistic** used in the **z test**. It is calculated by subtracting the hypothesized **mean** from the observed mean and dividing the difference by the **standard error** of the mean.

**z score**– Same as *standard score*.

**z statistic**– Same as *z-ratio*.

**z test**– The **statistical test** for comparing a **mean** with a standard or hypothesized mean, comparing two means, or any other **test procedure** that is based on the **z statistic**. See also *z ratio*.

**z transformation**– A mathematical **transformation** that converts a normally distributed **variable** with **mean**  $\mu$  and **standard deviation**  $\sigma$  to the **standard normal distribution** with mean 0 and standard deviation 1. The term is also used to denote a transformation of the **sample correlation coefficient**  $r$  by means of the formula

$$Z = \frac{1}{2} \log_e \left( \frac{1+r}{1-r} \right)$$

The latter transformation is also referred to as **Fisher's z transformation**.