Corrigendum: Past Gaming Experience and Cognition as Selective Predictors of Novel Game Learning Across Different Gaming Genres

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A Corrigendum on

Past Gaming Experience and Cognition as Selective Predictors of Novel Game Learning Across Different Gaming Genres

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In the original article, the analyses reported in **Tables 3**, **4**, and **5** were erroneously run on an incomplete dataset ($n = 90$). The revised analyses utilizing the entire dataset for this study ($n = 107$) are presented in the revised **Tables 3**, **4**, and **5**, as presented below. The pattern of results does not differ between our originally reported statistics and those presented here.

The authors apologize for this error and state that this does not change the scientific conclusions of the article in any way. The original article has been updated.

TABLE 3 | Results of stepwise regression across 3 steps.

Model	Action LC Models				Model	Strategy LC Models			
	R^2	ΔR^2	F	p		R^2	ΔR^2	F	p
1) Age + Gender	0.57	–	69.3	**<0.01**	1) Age + Gender	0.53	–	58.82	**<0.01**
2) + Identification	0.73	0.15	90.89	**<0.01**	2) + Duration	0.62	0.09	56.66	**<0.01**
3) + Duration	0.75	0.02	74.6	**<0.01**	3) + BSpan	0.64	0.02	45.45	**<0.01**

Factors	Regression Model from Step 3			Factors	Regression Model from Step 3		
	β	t	p		β	t	p
Age	−0.03	−10.9	**<0.01**	Age	−0.03	−9.13	**<0.01**
Gender	−0.12	−1.25	0.2	Gender	0.02	0.15	0.89
Identification	0.19	3.47	**<0.01**	Duration	0.19	4.8	**<0.01**
Duration	0.13	2.79	**0.01**	BSpan	0.12	2.25	**0.03**

Details of final regression model from step 3 are provided.
Bold values indicate p < 0.05.

TABLE 4 | Results from follow-up regression models, after controlling for opposite game learning.

Model	Action LC Models				Model	Strategy LC Models			
	R^2	ΔR^2	F	p		R^2	ΔR^2	F	p
1) Age + Gender	0.57	-	69.3	**<0.01**	1) Age + Gender	0.53	-	58.82	**<0.01**
2) + Strategy LC	0.68	0.11	73.36	**<0.01**	2) + Action LC	0.65	0.12	64.06	**<0.01**
3) + Add. Predictors	0.78	0.10	69.55	**<0.01**	3) + Add. Predictors	0.68	0.03	42.3	**<0.01**

Factors	Regression Model from Step 3			Factors	Regression Model from Step 3		
	β	t	p		β	t	p
Age	−0.02	−5.95	**<0.01**	Age	−0.02	−4.23	**<0.01**
Gender	−0.12	−1.35	0.18	Gender	0.06	0.56	0.58
Strategy LC	0.28	3.65	**<0.01**	Tank LC	0.37	3.36	**<0.01**
Identification	0.18	3.45	**<0.01**	Duration	0.10	2.22	**0.03**
Duration	0.08	1.78	*0.08*	BSpan	0.09	1.77	*0.08*

*Additional predictors in Step 3 were significant predictors from the previous step-wise regressions described in **Table 3**.*
Bold values indicate p < 0.05; Italicized values indicate p < 0.10.

TABLE 5 | Results of moderator analyses.

Model	Action LC Models				Model	Strategy LC Models			
	R^2	ΔR^2	F	p		R^2	ΔR^2	F	p
1) Gender	0.01	–	1.2	0.28	1) Gender	0.01	–	0.09	0.77
2) + Age & Add. Preds.	0.75	0.74	74.59	**<0.01**	2) + Age & Add. Preds.	0.64	0.63	45.45	**<0.01**
3) + Moderators	0.76	0.01	51.34	**<0.01**	3) + Moderators	0.65	0.01	30.36	**<0.01**

Factors	Regression Model from Step 3			Factors	Regression Model from Step 3		
	β	t	p		β	t	p
Gender	−0.11	−1.12	0.27	Gender	0.02	0.18	0.85
Age	−0.03	−9.17	**<0.01**	Age	−0.02	−6.34	**<0.01**
Identification	0.19	3.48	**<0.01**	Duration	0.21	4.82	**<0.01**
Duration	0.15	2.98	**<0.01**	BSpan	0.13	2.48	**0.02**
Age * Identification	−0.14	−1.89	*0.09*	Age * Duration	0.09	1.07	0.29
Age * Duration	0.16	1.74	*0.06*	Age * BSpan	0.04	0.69	0.49

Bold values indicate p < 0.05; Italicized values indicate p < 0.10.