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## ERRATUM

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To the paper:

### **Problematic digital gaming behavior and its relation to the psychological, social and physical health of Finnish adolescents and young adults**

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This erratum aims to signal an error that occurred in Table 3 of our article. The frequencies and percentages for non-problematic game behavior (second column) and percentages for problematic game behavior (third column) are incorrect. The related statistics ( $\chi^2$ ) and *P* values were however correct. We regret this error.

The correct table is as follows:

Table 3. The prevalence of psychophysical symptoms\* among adolescents and youths with non-problematic game behavior and problematic game behavior (PGB), *n* (%)

Symptom	Non-problematic game behavior ( <i>n</i> = 239) <sup>a</sup>	Problematic game behavior ( <i>n</i> = 24)	$\chi^2$	<i>P</i>
Fatigue	59 (24.5)	13 (54.2)	9.72	<0.01
Sleep	34 (14.2)	9 (37.5)	8.63	<0.01
Concentration	27 (11.3)	7 (29.2)	6.24	<0.05
Depression	26 (10.8)	9 (37.5)	13.58	<0.001
Anxiety	24 (10.0)	7 (30.4)	8.42	<0.01

\*The participants who reported every week or almost daily/daily to the point in question.

<sup>a</sup>Base *n* with missing variables.