

CORRECTION

Correction: Video game loot boxes are linked to problem gambling: Results of a large-scale survey

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In the Conclusions section, there is an error in the last sentence of the first paragraph. It refers to the results of a parametric statistical test which appeared in the preprint, but was not used in the published manuscript. Therefore, the following sentence is not applicable: Indeed, subgroup analyses revealed that an individual's classification as either a non problem gambler or a problem gambler accounted for 37.7% of the variance in how much they spent on loot boxes.

Reference

1. Zendle D, Cairns P (2018) Video game loot boxes are linked to problem gambling: Results of a large-scale survey. PLoS ONE 13(11): e0206767. <https://doi.org/10.1371/journal.pone.0206767> PMID: 30462669



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