

Est.
1841

YORK
ST JOHN
UNIVERSITY

Zendle, David ORCID:

<https://orcid.org/0000-0003-0279-6439> and Cairns, Paul (2018)

Video game loot boxes are linked to problem gambling: Results of a large-scale survey. PLOS ONE, 13 (11). e0206767.

Downloaded from: <http://ray.yorks.ac.uk/id/eprint/3619/>

The version presented here may differ from the published version or version of record. If you intend to cite from the work you are advised to consult the publisher's version:

<http://dx.doi.org/10.1371/journal.pone.0206767>

Research at York St John (RaY) is an institutional repository. It supports the principles of open access by making the research outputs of the University available in digital form. Copyright of the items stored in RaY reside with the authors and/or other copyright owners. Users may access full text items free of charge, and may download a copy for private study or non-commercial research. For further reuse terms, see licence terms governing individual outputs. [Institutional Repository Policy Statement](#)

RaY

Research at the University of York St John

For more information please contact RaY at ray@yorks.ac.uk

CORRECTION

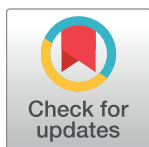
Correction: Video game loot boxes are linked to problem gambling: Results of a large-scale survey

David Zendle, Paul Cairns

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



OPEN ACCESS

Citation: Zendle D, Cairns P (2019) Correction: Video game loot boxes are linked to problem gambling: Results of a large-scale survey. PLoS ONE 14(3): e0214167. <https://doi.org/10.1371/journal.pone.0214167>

Published: March 14, 2019

Copyright: © 2019 Zendle, Cairns. This is an open access article distributed under the terms of the [Creative Commons Attribution License](https://creativecommons.org/licenses/by/4.0/), which permits unrestricted use, distribution, and reproduction in any medium, provided the original author and source are credited.