

Corrigendum

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Longitudinal associations between gaming and academic motivation during middle childhood – CORRIGENDUM

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When this article was originally published in *Psychological Medicine* it contained an error with **Figure 1**. The correct version can be found below:

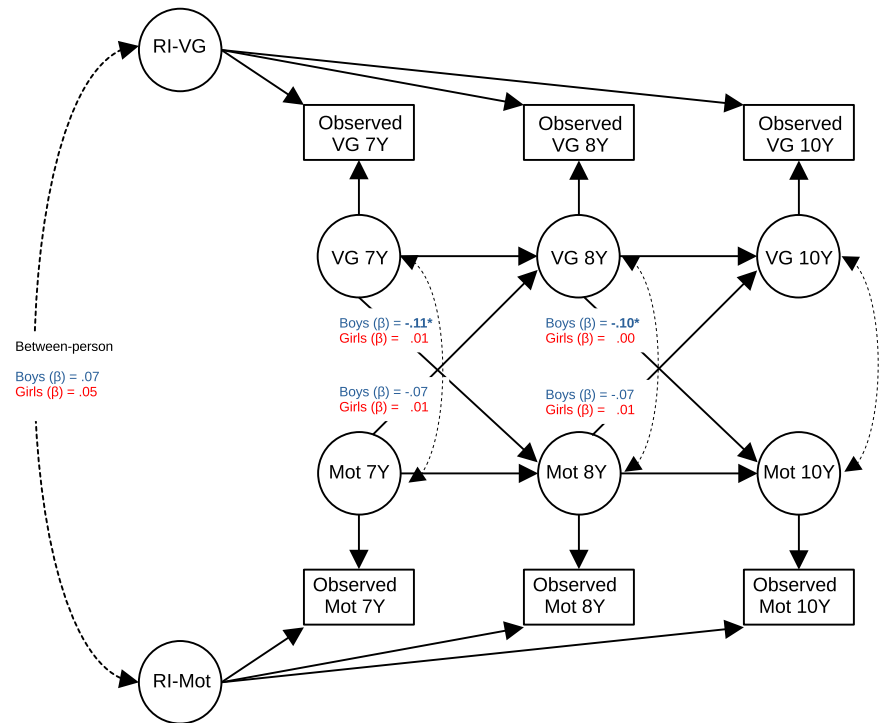


Figure 1. Random-intercept cross-lagged panel model of academic motivation and video game playing between ages 7 and 10. Each shape represents a variable. Circles are latent variables, and rectangles are observable variables. Straight arrows represent regressions, and curved arrows represent covariances. Asterisks indicate significant associations ($p < .05$). Indicated in the picture are the standardized estimates of the cross-lagged within-person effects and the between-person associations. Factor loadings of random intercepts were constrained to 1.00. Mot, academic motivation; RI, random-intercept latent variable; Observed, observed variables at data collection; VG, video game playing levels; Y, age in years. Data compiled from the final master file of the Québec Longitudinal Study of Child Development (1998–2023), ©Gouvernement du Québec, Institut de la statistique du Québec, Canada.

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The authors apologise for this error.

Reference

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