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Corrigendum to: A cross-national comparison of problematic gaming behavior and well-being in adolescents

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The above paper should be modified as follows:

In our method section, we described Internet Gaming Disorder as follows:

In line with the DSM-5 definition, participants who indicated to be experiencing five or more IGD symptoms were considered as problematic gamers (Lemmens et al., 2015).

However, this description has an error and should have been:

In line with the DSM-5 definition, participants who indicated to be experiencing five or more IGD-symptoms were considered as problematic gamers (Lemmens et al., 2015), but only in case they also reported at least one of the following three measured negative outcomes: 1) “having had arguments with others about the consequences of their gaming behaviour”, 2) “having lost interest in hobbies or other activities because gaming is all they wanted to do”, or 3) “having experienced serious conflict with family or friends because of gaming”. This additional criterion aligns with more contemporary definitions of behavioral addictions, emphasizing the necessity of experiencing adverse consequences from gaming (Kardefelt-Winther et al., 2017; Pontes et al., 2021).

Kardefelt-Winther, D., Heeren, A., Schimmenti, A., Van Rooij, A., Maurage, P., Carras, M., ... Billieux, J. (2017). How can we conceptualize behavioural addiction without pathologizing common behaviours? *Addiction*, 112(10), 1709–1715.

Pontes, H. M., Schivinski, B., Sindermann, C., Li, M., Becker, B., Zhou, M., & Montag, C. (2021). Measurement and conceptualization of Gaming Disorder according to the World Health Organization framework: The development of the Gaming Disorder Test. *International Journal of Mental Health and Addiction*, 19, 508–528.

We apologize for the mistake.

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