

Corrigendum to: *Journal of the American Medical Informatics Association*, Volume 23, Issue 1, 1 January 2016, Pages 230–239, <https://doi.org/10.1093/jamia/ocv100>

In Charlier et al 2016, Serious games for improving knowledge and self-management in young people with chronic conditions: a systematic review and meta-analysis. *Journal of the American Medical Informatics Association*, Volume 23, Issue 1, 1 January 2016, Pages 230–239, some small errors in the sample sizes occurred in Figure 2 and 3.

Figures 2 and 3: Rubin et al, 1986: The sample size of the game group should be 29 instead of 30

Figures 2 and 3: Rubin et al, 1986: The sample size of the control group should be 25 instead of 24

Figure 2: Bartholomew et al, 2000: The sample size of the control group should be 62 instead of 63

Figure 3: Bartholomew et al, 2000: The sample size of the game group should be 69 instead of 70

This resulted in small changes in the Hedges g and the 95% confidence intervals. However, the overall estimates remained unchanged, indicating that the findings of the meta-analysis and the conclusions were correct.

The corrected figures are provided below.

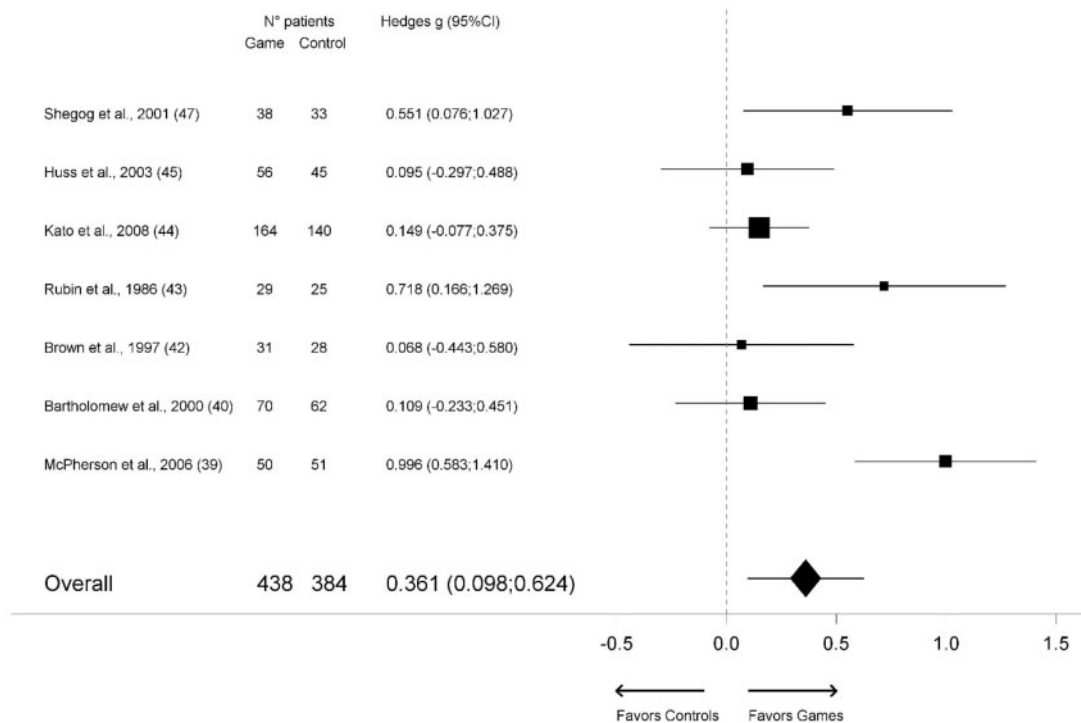


Figure 2: Effect size estimates for the effectiveness of games on knowledge of young people with chronic conditions. Plots symbols for the study-specific estimates are proportional to the (square root of the) number of subjects. CI: confidence interval.

