

**CORRECTION** **OPEN**



# Correction: Social epidemiology of early adolescent problematic screen use in the United States

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In the original article, some of the descriptive screen time measures in Table 1 were underestimated and have been corrected. The data of the correlation table in Appendix B have also been updated to reflect these changes. The original article has been corrected.

**Table 1.** Sociodemographic and screen time characteristics of Adolescent Brain Cognitive Development (ABCD) Study participants (N = 8753).

	Mean (SD)/%
<i>Sociodemographic characteristics</i>	
Age (years)	12.0 (0.7)
Sex (%)	
Female	47.8
Male	52.2
Race/ethnicity (%)	
White	55.3
Latinx/Hispanic	19.4
Black	15.7
Asian	5.1
Native American	3.2
Other	1.3
Primary language of adolescent (%)	
English	88.9
Non-English	11.1
Household income (%)	
Less than \$75,000	48.0
\$75,000 and greater	52.0

**Table 1.** continued

	Mean (SD)/%
<i>Parents' highest education (%)</i>	
High school education or less	14.9
College education or more	85.1
<i>Parent marital status (%)</i>	
Married/partnered	70.5
Unmarried/unpartnered	29.5
<i>Screen time</i>	
Total recreational screen time	7.34 (5.81)
Television	1.68 (1.83)
Videos	1.48 (1.93)
Single-player video games	1.07 (1.69)
Multi-player video games	1.20 (1.84)
Texting	0.75 (1.59)
Social media	0.76 (1.68)
Video chat	0.51 (1.37)
Browsing the internet	0.37 (0.80)
<i>Problematic screen use measures</i>	
Video Game Addiction Questionnaire Score <sup>a</sup>	2.09 (1.08)
Social Media Addiction Questionnaire Score <sup>b</sup>	1.85 (0.90)
Mobile Phone Involvement Questionnaire Score <sup>c</sup>	3.10 (1.12)

ABCD propensity weights were applied based on the American Community Survey from the US Census.

SD standard deviation.

<sup>a</sup>Asked among a subset who reported video game use (n = 7595).

<sup>b</sup>Asked among a subset who reported social media use (n = 5652).

<sup>c</sup>Asked among a subset who reported mobile use (n = 7361).

**Appendix B.** Correlations among problematic screen use and screen time

	1	2	3	4	5	6	7	8	9	10	11
1 Video Game Addiction Questionnaire Score	–										
2 Social Media Addiction Questionnaire Score	0.44	–									
3 Mobile Phone Involvement Questionnaire Score	0.34	0.59	–								
4 Total recreational screen time	0.31	0.3	0.36	–							
5 Television or videos	0.11	0.13	0.17	0.59	–						
6 Videos	0.25	0.17	0.22	0.66	0.34	–					
7 Single-player video games	0.32	0.13	0.14	0.62	0.34	0.42	–				
8 Multi-player video games	0.38	0.11	0.14	0.62	0.28	0.44	0.52	–			
9 Texting	0.04	0.21	0.25	0.53	0.32	0.29	0.25	0.19	–		
10 Social media	0.03	0.33	0.30	0.54	0.32	0.29	0.23	0.18	0.63	–	
11 Video chat	0.05	0.18	0.20	0.46	0.26	0.25	0.24	0.22	0.49	0.48	–
12 Browsing the internet	0.14	0.16	0.15	0.42	0.27	0.32	0.26	0.22	0.27	0.24	0.20

All  $p < 0.001$ .



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