



# Corrigendum: Cognitive training with casual video games: points to consider

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## A corrigendum on

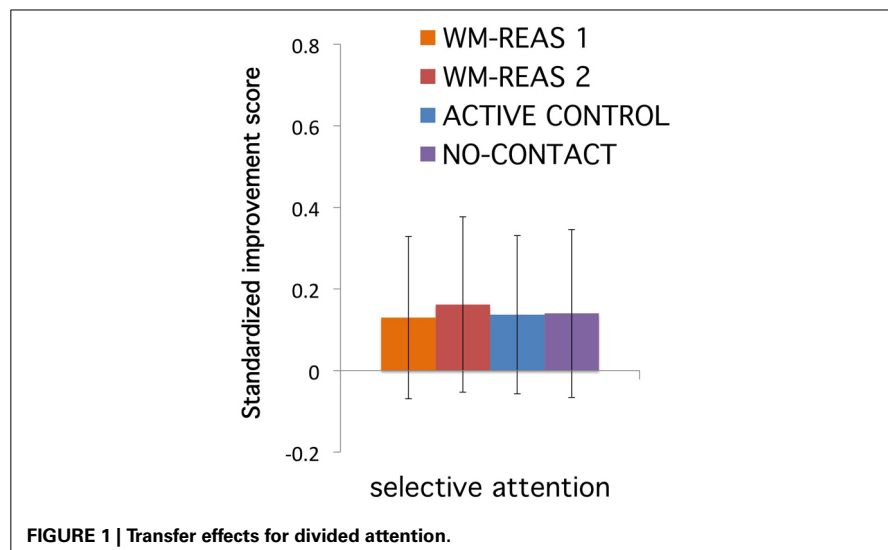
### Cognitive training with casual video games: points to consider

by Baniqued PL, Kranz MB, Voss MW, Lee H, Cosman JD, Severson J, et al. (2014) *Front. Psychol.* 4:1010. doi: 10.3389/fpsyg.2013.01010

The original publication contained an error that does not impact the significant

findings and does not invalidate any conclusions derived from the study. In the WM-REAS 2 group, we inadvertently included data from one subject whose performance in the Attention Network Test (ANT) during post-testing met the exclusionary criteria. This resulted in an exaggerated negative transfer effect for the WM-REAS 2 group. After excluding this subject, the WM-REAS ANT-selective attention (also ANT-visual attention in the

original manuscript) data is comparable with the other training groups (Figure 1). The results are consistent after reanalysis, with no significant transfer effect in ANT-selective attention [ $F_{(3, 154)} = 0.004$ ,  $p = 1.000$ ,  $\eta_p^2 < 0.001$ ]. The reported association between sleep and ANT-selective attention in the original publication is no longer significant ( $r = 0.177$ ,  $p = 0.310$ ). The authors deeply regret this error.



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