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Shawcroft, Jane
Gale, Megan
Coyne, Sarah
et al.

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Corrigendum/Erratum to "Teens, screens and quarantine; The relationship between adolescent media use and mental health prior to and during COVID-19" [Heliyon 8(7), July 2022 e09898]

Jane Shawcroft [a,*], Megan Gale [a], Sarah M. Coyne [a], Jean M. Twenge [b], Jason S. Carroll [a], W. Brad Wilcox [c], Spencer James [a]

[a] *School of Family Life, Brigham Young University, USA*
[b] *Department of Psychology, San Diego State University, USA*
[c] *Department of Sociology, University of Virginia, USA*

In the original published version of this article, incorrect wording was used – in 3.1.2 the word "happiness" was used instead of "hopelessness". We have amended it to read:

A regression analysis (see Table 2) of media use and hopelessness found that overall, while controlling for gender, age, race, and family structure time spent watching movies ($\beta = 0.06$; SE = 0.010; $p < 0.001$) and gaming ($\beta = 0.05$; SE = 0.009; $p < 0.001$) was associated with greater levels of hopelessness. Conversely, sleep was associated with lower levels of hopelessness ($\beta = -0.22$; SE = 0.008; $p < 0.001$).

In the original published version of this article, the table headings of Table 2 and 3 were the wrong way round. We have amended it to read:

Table 2 Regression analysis of media use and sleep on hopelessness.

Table 3 Regression analysis of media use and sleep on happiness.

In the original published version of this article, the numerical value of 0.10 in 3.1.3 should be negative. We have amended it to read:

A regression analysis (see Table 3) of media use and happiness found that overall, while controlling for gender, age, race, and family structure, watching movies ($\beta = -0.02$; SE = 0.006; $p < 0.001$), and gaming ($\beta = -0.01$; SE = 0.005; $p = 0.039$) were all related to lower levels of happiness. Conversely, sleep was associated with greater levels of happiness ($\beta = -0.10$; SE = 0.005; $p < 0.001$).

The authors/publisher apologize for the errors. Both the HTML and PDF versions of the article have been updated to correct the errors.

Declaration of competing interest

None.