



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

Pauline L. Baniqued^{1*}, Michael B. Kranz¹, Michelle W. Voss², Hyunkyu Lee³, Joshua D. Cosman⁴, Joan Severson⁵ and Arthur F. Kramer¹

¹ Department of Psychology, Beckman Institute for Advanced Science and Technology, University of Illinois at Urbana Champaign, Urbana, IL, USA

² Department of Psychology, University of Iowa, Iowa City, IA, USA

³ Brain Plasticity Institute, San Francisco, CA, USA

⁴ Department of Psychology, Vanderbilt University, Nashville, TN, USA

⁵ Digital Artefacts, LLC, Iowa City, IA, USA

*Correspondence: banique1@illinois.edu

Edited and reviewed by:

J. Toby Mordkoff, University of Iowa, USA

Keywords: attention, working memory, reasoning, fluid intelligence, video games, cognitive training, casual games, transfer of training

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.

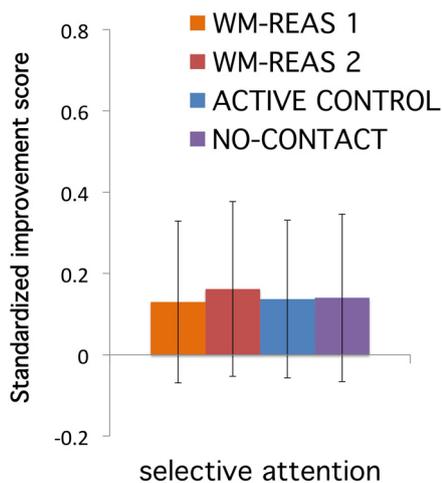


FIGURE 1 | Transfer effects for divided attention.

Received: 18 February 2014; accepted: 02 March 2014; published online: 20 March 2014.

Citation: Baniqued PL, Kranz MB, Voss MW, Lee H, Cosman JD, Severson J and Kramer AF (2014) Corrigendum: Cognitive training with casual video games: points to consider. *Front. Psychol.* 5:234. doi: 10.3389/fpsyg.2014.00234

This article was submitted to *Cognition*, a section of the journal *Frontiers in Psychology*.

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