

Table 4

Time line follow back gaming diary

Measure	Pre	Entry 1	Entry 2	Entry 3	Entry 4	Entry 5	Entry 6	Entry 7	Entry 8
Hours/week^b									
Observed M ^a	48.77	39.0	29.37	28.96	21.4	14.42	15.75	12.06	15.83
Observed SD ^a	39.64	28.52	24.23	24.52	19.8	11.78	15.8	16.0	15.09
Estimated M	48.98	39.88	32.2	25.96	21.14	17.76	15.18	15.3	16.22
Days/week									
Observed M ^a	5.62	7.0	5.37	5.46	4.47	5.0	4.4	3.75	4.38
Observed SD ^a	2.4	0.0	2.34	1.98	2.7	2.41	2.41	2.82	2.67
Estimated M	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Non-gaming screen hours/week^c									
Observed M ^a	27.31	32.8	27.85	32.04	28.13	30.67	22.0	23.88	21.75
Observed SD ^a	16.69	17.71	10.23	10.76	13.04	19.68	12.56	4.82	6.65
Estimated M	30.05	29.06	28.07	27.08	26.09	25.1	24.1	23.11	22.12
Non-gaming leisure hours/week^d									
Observed M ^a	13.5	14.8	21.35	23.75	25.07	30.59	25.94	37.13	37.81
Observed SD ^a	13.6	13.03	20.4	24.41	19.4	28.48	26.63	33.78	32.06
Estimated M	14.45	16.53	18.6	20.68	22.76	24.83	26.91	28.98	31.06

Means, standard deviations and model estimated means for all timepoints in the gaming diary.

^aBased on all non-missing data. Missing data ranges from 25 – 75% at specific timepoints.

^bA Significant effects of *time*, $p < .001$ and *time x time*, $p < .05$ were found in the model.

^cA significant effect of *time*, $p < .05$ was found in the model.

^dA significant effect of *time*, $p < .001$ was found in the model.