

## Erratum to: The Impact of Sound in Modern Multiline Video Slot Machine Play

Mike J. Dixon · Kevin A. Harrigan · Diane L. Santesso ·  
Candice Graydon · Jonathan A. Fugelsang · Karen Collins

Published online: 1 December 2013  
© Springer Science+Business Media New York 2013

### Erratum to: J Gambl Stud DOI 10.1007/s10899-013-9391-8

Unfortunately there is an error in the percentages in paragraph 5 of the discussion section.

The corrected paragraph is given below.

In the sound-off condition, players on average estimated that they won 33 times when in reality they were only exposed to 28 wins (thus, on average they overestimate by 5 (i.e., 18 %) the number of times they won). Crucially, this propensity to overestimate these wins is exacerbated when sounds accompany the losses disguised as wins. In this sound-on condition, players estimated that they won on average 36 times (an overestimation of 8 (i.e., 29 %)).

---

The online version of the original article can be found under doi:[10.1007/s10899-013-9391-8](https://doi.org/10.1007/s10899-013-9391-8).

---

M. J. Dixon (✉) · K. A. Harrigan · D. L. Santesso · C. Graydon · J. A. Fugelsang · K. Collins  
Department of Psychology, University of Waterloo, Waterloo, ON N2L 3G1, Canada  
e-mail: [mjdixon@uwaterloo.ca](mailto:mjdixon@uwaterloo.ca)