

Table 2. Mean weekly hours of video games played in the last 6 months, by genre.

Values are mean and SD (SD in parentheses). All variables were compared between groups with two sample t-tests.

Video game genre	RTS experts	NVGPs	<i>p</i> -value
Real-time strategy	16.06 (9.91)	0.05 (0.15)	0.000
First-person shooter	1.02 (2.15)	0.27 (0.60)	0.07
Platform	0 (0.00)	0.06 (0.21)	0.10
Fighting	0.16 (0.57)	0 (0.00)	0.12
Turn-based strategy	1 (1.77)	0.35 (0.70)	0.06
Sports	0 (0.00)	0.65 (1.42)	0.01
Role-play	1.60 (2.08)	0.19 (0.46)	0.01
Racing	0.13 (0.29)	0.27 (0.55)	0.20
Logic	0.66 (1.32)	0.37 (0.66)	0.30
Multiplayer online battle arena	1.44 (2.99)	0.13 (0.39)	0.02
Adventure	0.68 (1.88)	0.03 (0.12)	0.06

*Significant results are bolded. RTS - real time strategy games, NVGPs – non-video game players

The data presented in table 2 are also a part of our other study (77).