

A Cross-Sectional Survey on Musculoskeletal Pain Among Professional and Non-Professional Gamers in Saudi Arabia: Associations with Gaming Genre, Duration, and Ergonomic Factors [Corrigendum]

Alqabbani S, Alhussaini RF, Alsaedan SA, et al. *J Pain Res.* 2026;19:557124. doi: 10.2147/JPR.S557124

Our authors have requested corrections to [Table 1](#) on pages 5, 6 and [Table 7](#) on page 10.

Corrections needed in [Table 1](#) are as follows:

In the “Hours of Playing/Day” section on page 5:

- 1) the correct percentage 1-2 hours should read from 58.2 to 24.5;
- 2) 8-7 hours should read 7-8 hours;
- 3) <8 should read >8.

On page 6, the whole “Playing Exposure” section in the last 3 lines is removed as it is a repetitive data with “Player Characteristics” section within [Table 1](#).

Updated [Table 1](#) is as follows.

Table 1 Demographics and Gaming Behavior

Player Characteristic	Variable	Frequency	Percent (%)
Gender	Female	170	28.7
	Male	423	71.3
Educational Level	High School	156	26.3
	Bachelor's Degree	402	67.8
	Master's Degree	23	3.8
	PhD	5	0.8
	Other	7	1.1
Employment Status	Employed	183	30.9
	Un-Employed	97	16.4
	Student	299	50.4
	Retired	14	2.4

(Continued)



Table 1 (Continued).

Player Characteristic	Variable	Frequency	Percent (%)
Hours of Playing/Day	1-2 hours	145	24.5
	3-4 hours	202	34.1
	5-6 hours	151	25.5
	7-8 hours	54	9.1
	>8	43	7.3
Player Characteristics	Variable	Mean	SD
	Days of Playing/Week	4.83	2.074
	Total Hours Played/Week	25.70	18.005
Player Characteristics	Professional Gamers	222	37.4
	Prize-gained players	183	30.9
	Participated in local or international tournaments	259	43.7
Genres played	Virtual Reality	48	8.1
	RPG	167	28.3
	MMO	60	10.1
	Sports/Racing	196	33.1
	Card/Board Games	167	28.2
	Puzzle	141	23.8
	Platformer	75	12.6
	Simulation	75	12.6
	Competitive Games	200	33.7
	Strategy	68	11.5
	Fighting	101	17.0
	First Person Shooter	386	65.1
Most Used Device	PlayStation	185	31.2
	Tablet	11	2.0
	Smartphone	164	27.8
	Laptop	30	4.9
	Desktop	198	33.4
	Other	4	0.8

Correction needed in [Table 7](#) on page 10 are as follows:

In “Puzzle” for Neck Pain section, the correct value for OR = 1.189 (95% CI: 1.184–3.016) should read 1.890 (95% CI: 1.184–3.016) instead.

Updated [Table 7](#) is as follows.

Table 7 Binary Logistic Regression Models for Predictors of Gamers' Musculoskeletal pain

Neck Pain N=239					Shoulder Pain N=176				
Predictor	B	P	OR	95% (CI)	Predictor	B	P	OR	95% (CI)
Age in Years	0.019	0.101	1.02	1.00–1.04	Age in Years	0.046	<.001	1.047	1.020–1.073
Female Gender*	0.732	0.002	2.080	1.302–3.321	Female Gender*	0.886	0.001	2.426	1.468–4.009
VR	-1.011	0.004	0.364	0.182–0.728	VR	-0.488	0.203	0.614	0.290–1.300
Puzzle	0.636	0.008	1.890	1.184–3.016	Puzzle	0.900	<.001	2.459	1.495–4.046
Fighting	-.026	0.919	0.974	0.586–1.618	Fighting	-0.818	0.010	0.441	0.237–0.822
Simulation	0.610	0.051	1.840	0.997–3.397	Simulation	0.303	0.360	1.354	0.707–2.593
FPS	-0.062	0.769	0.940	0.621–1.423	FPS	0.026	0.915	1.026	0.642–1.641
Sport racing	0.286	0.148	1.330	0.903–1.959	Sport Racing	-0.162	0.487	0.850	0.538–1.344
Upper Back Pain N=150					Lower Back Pain N=237				
Predictor	B	P	OR	95% (CI)	Predictor	B	P	OR	95% (CI)
Age in Years	0.014	0.267	1.015	0.989–1.041	Age in Years	0.020	0.091	1.020	0.997–1.043
Female Gender*	0.275	0.295	1.317	0.787–2.202	Female Gender*	0.580	0.014	1.787	1.123–2.843
VR	-0.635	0.131	0.530	0.232–1.209	VR	-0.013	0.968	0.987	0.512–1.901
Puzzle	0.424	0.098	1.529	0.924–2.528	Puzzle	0.609	0.009	1.839	1.165–2.901
Fighting	0.008	0.978	1.008	0.578–1.758	Fighting	0.294	0.255	1.341	0.809–2.223
Simulation	-0.041	0.904	0.960	0.494–1.866	Simulation	0.260	0.383	1.297	0.723–2.326
FPS	0.594	0.018	1.811	1.108–2.958	FPS	-.004	0.948	0.966	0.655–1.514
Sport Racing	0.487	0.026	1.627	1.059–2.500	Sport Racing	0.426	0.035	1.532	1.032–2.274
Wrist and Hand Pain N= 145									
Predictor	B	P	OR	95% (CI)					
Age in Years	0.012	0.351	1.013	0.986–1.040					
Female Gender*	0.927	<.001	2.528	1.502–4.253					
VR	0.013	0.973	1.013	0.464–2.213					
Puzzle	0.164	0.542	1.178	0.696–1.994					
Fighting	0.157	0.593	1.169	0.659–2.076					
Simulation	0.290	0.400	1.336	0.681–2.662					
FPS	0.652	0.010	1.920	1.67–3.159					
Sport Racing	0.086	0.710	1.090	0.694–1.711					

Notes: *(Reference Category Males). B= beta; P = Level of significance; $\alpha < 0.05$.

Abbreviations: CI, confidence interval; OR, Odds Ratio; VR, Virtual Reality; FPS, first-person shooter.

The authors apologize for these errors.

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