

Corrigenda and Addenda

# Correction: A Novel Approach Using Serious Game Data to Predict the WISC-V Processing Speed Index in Children With Attention-Deficit/Hyperactivity Disorder: Machine Learning Study

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Correction of: <https://games.jmir.org/2025/1/e73408>

*JMIR Serious Games* 2025;13:e88500; doi: [10.2196/88500](https://doi.org/10.2196/88500)

In “A Novel Approach Using Serious Game Data to Predict the WISC-V Processing Speed Index in Children With Attention-Deficit/Hyperactivity Disorder: Machine Learning Study” [1], the authors noted one error.

In the *Acknowledgments* section, the following information has been added:

*JHS and HSH contributed equally as co-corresponding authors on this work, and the latter can be reached at [sookhoe72@kbri.re.kr](mailto:sookhoe72@kbri.re.kr).*

The correction will appear in the online version of the paper on the JMIR Publications website, together with the publication of this correction notice. Because this correction was made after submission to PubMed, PubMed Central, and other full-text repositories, the corrected article has also been resubmitted to those repositories.

**References**

1. Kim JS, Jeong YJ, Kim SJ, et al. A novel approach using serious game data to predict the WISC-V processing speed index in children with attention-deficit/hyperactivity disorder: machine learning study. *JMIR Serious Games*. Oct 14, 2025;13:e73408. [doi: [10.2196/73408](https://doi.org/10.2196/73408)] [Medline: [41086393](https://pubmed.ncbi.nlm.nih.gov/41086393/)]

*This is a non-peer-reviewed article; submitted 26.Nov.2025; accepted 05.Dec.2025; published 22.Dec.2025*

**Please cite as:**

Kim JS, Jeong YJ, Kim SJ, Jun SJ, Park JY, Hoe HS, Song JH

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*JMIR Serious Games* 2025;13:e88500

URL: <https://games.jmir.org/2025/1/e88500>

doi: [10.2196/88500](https://doi.org/10.2196/88500)

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