**Gene-Environment Interplay in the Relationship Between Gaming Addiction and Close Friends’ Gaming**

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**Supplementary Table 1.** Parameter estimates in the full and best-fitting general sex-limitation univariate model for gaming addiction (GA) and close friends’ gaming (CFG)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | Male |  | Female |
|  |  | A | C | E |  | A | C | E |
| GA | Full | .43 (.01,.68) | .17 (.00, .55) | .40 (.32,.51) |  | .44 (.22, .72) | .32 (.04, .53) | .24 (.20, .29) |
|  | Best-fitting | .59 (.49, .68) | - | .41 (.32, .51) |  | .76 (.71, .80) | - | .24 (.20, .29) |
|  |  |  |  |  |  |  |  |  |
| CFG | Full | .52 (.05, .77) | .00 (.00, .42) | .48 (.23, .82) |  | .00 (.00, .41) | .62 (.27, .72) | .38 (.25, .50) |
|  | Best-fitting | .52 (.18, .77) | - | .48 (.23, .82) |  | - | .62 (.50, .72) | .38 (.28, .50) |

Note. A, additive genetic influences; C, shared environmental influences; E, nonshared environmental influences including measurement error. Neither GA nor CFG showed significant qualitative sex differences in genetic, shared, or nonshared environmental influences. However, quantitative sex differences in these influences were significant for both GA and CFG.