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| **Supplemantary Table 1. Mean, standard deviation, and effect sizes of driving performance outcomes by gaming group** | | | | | |
|  | Low Gaming Group (N=29) | | High Gaming Group (N=11) | | ES |
| Outcome | Mean | (SD) | Mean | (SD) |  |
| Turn signal performance | 0.53 | 0.20 | 0.58 | 0.24 | 0.17 |
| Drive time | 581.91 | 54.43 | 592.78 | 68.47 | 0.17 |
| Speeding | 3.57 | 4.70 | 2.33 | 1.92 | 0.63 |
| Out of lane | 10.17 | 3.46 | 6.44 | 2.71 | 1.15 |
| Abbreviations: ES=Effect size; SD=Standard deviation  Effect sizes were calculated using Cohen’s D with a small sample size correction | | | | | |

**Supplemantary Table 2. Post hoc power analysis for driving performance outcomes a**

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| Outcome | Power |
| Turn signal performance | 0.82 |
| Drive time | 0.72 |
| Speeding | 0.94 |
| Out of lane | 0.99 |
| a: Post-hoc power analyses were conducted using G\*Power 3.1.9.4 for all outcomes except time to violation and time to collision. Post-hoc survival analyses are not available in G\*Power. The analyses were based on running a multiple linear regression with calculated effect sizes, alpha=0.05, total sample size=40, and number of predictors=4. | |