## **Accepted Manuscript**

Context counts: The different implications of weekday and weekend video gaming for academic performance in mathematics, reading, and science

Andree Hartanto, Wei Xing Toh, Hwajin Yang

PII: S0360-1315(17)30264-6

DOI: 10.1016/j.compedu.2017.12.007

Reference: CAE 3276

To appear in: Computers & Education

Received Date: 12 January 2017
Revised Date: 18 December 2017
Accepted Date: 19 December 2017

Please cite this article as: Hartanto A., Toh W.X. & Yang H., Context counts: The different implications of weekday and weekend video gaming for academic performance in mathematics, reading, and science, *Computers & Education* (2018), doi: 10.1016/j.compedu.2017.12.007.

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.



## ACCEPTED MANUSCRIPT

Running Head: Video Gaming and Academic Performance

Context Counts: The Different Implications of Weekday and Weekend Video Gaming for Academic Performance in Mathematics, Reading, and Science

> Andree Hartanto, Wei Xing Toh, and Hwajin Yang Singapore Management University

Address correspondence to:

Hwajin Yang Singapore Management University School of Social Sciences 90 Stamford Road, Level 4 Singapore 178903

Email: hjyang@smu.edu.sg Phone: (65) 6828 0975

Word Counts: 4,120

## Download English Version:

## https://daneshyari.com/en/article/6834749

Download Persian Version:

https://daneshyari.com/article/6834749

<u>Daneshyari.com</u>