OPEN

Author Correction: Lifestyle and mental health 1 year into COVID-19

Paolo Nicola Barbieri, Osea Giuntella, Silvia Saccardo & Sally Sadoff

Correction to: *Scientific Reports* <https://doi.org/10.1038/s41598-021-02702-4>, published online 02 December 2021

The original version of this Article contained errors. The Funding section was incomplete.

"Open access funding provided by University of Gothenburg."

now reads:

"The project was funded by J-PAL North America. Open access funding provided by University of Gothenburg."

Additionally, Figure 2 contained an error in the top of panel (A), where erroneous text was added.

The original Figure 2 and its accompanying legend appear below.

The original Article has been corrected.

Published online: 08 December 2021

(A) [subfigure]labelformat=empty

(B)

Figure 2. Screen time and social interactions. The figures show the average screen time and the average time spent with friends (social time) during the Spring 2019 through Spring 2021 terms for all participants with time use data ($N = 1122$). Screen time includes time spent playing games, watching television, or surfing the Internet and does not include time spent working or studying on a device. Bars indicate 95% confidence intervals. This figure was created using Stata (version 14.1) <http://www.stata.com>.

Open Access This article is licensed under a Creative Commons Attribution 4.0 International License, which permits use, sharing, adaptation, distribution and reproduction in any medium or format, as long as you give appropriate credit to the original author(s) and the source, provide a link to the Creative Commons licence, and indicate if changes were made. The images or other third party material in this article are included in the article's Creative Commons licence, unless indicated otherwise in a credit line to the material. If material is not included in the article's Creative Commons licence and your intended use is not permitted by statutory regulation or exceeds the permitted use, you will need to obtain permission directly from the copyright holder. To view a copy of this licence, visit <http://creativecommons.org/licenses/by/4.0/>.

© The Author(s) 2021