

Symptômes anxiodépressifs et création d'avatars dans les jeux vidéo

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Diplôme : Master en sciences psychologiques, à finalité spécialisée en psychologie clinique

Année académique : 2020-2021

URI/URL : <http://hdl.handle.net/2268.2/11065>

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Symptômes anxiodépressifs et création d'avatars dans les jeux vidéo – Errata

Suite à un problème informatique précédant le dépôt de ce travail, une partie de mes références bibliographiques ont été supprimées. La liste des références manquantes ainsi que certaines précisions/corrections sont mentionnées ci-dessous.

PAGES	DOCUMENT SOURCE	PRECISIONS/CORRECTIONS
	Revue de la littérature	
p.7	[...] cet usage problématique futur ? Schimt et ses collègues (2010) [...]	[...] cet usage problématique futur ? Schmit et ses collègues (2010) [...]
p.8	[...] à renforcer l'état anxieux.	[...] à renforcer l'état anxieux (Boutillier, 2005).
p.15	En 2007, Bessière, Saye et Kiesler [...]	En 2007, Bessière et al. [...]
p.18	[...] musculaire grandissante (Adliata & Tantleff-Duun, 2004 , cités par Martins et al., 2010).	[...] musculaire grandissante (Agliata & Tantleff-Duun, 2004 ; cités par Martins et al., 2010).
p.20	{...} les auteurs Smahel, Blinka et Ledaby {...]	{...} les auteurs Smahel et al. {...]
p.27	[...] formes de cyberharcèlement (Fox & Tang, 2014).	[...] formes de cyberharcèlement (Fox & Tang, 2014 ; cités par Tang & Fox, 2016).
p.32	[...] Gestos, Smith-Merry et Campbell (2018) [...]	[...] Gestos et al. (2018) [...]
p.33	[...] les chercheurs (Georgina et al., 2018) [...]	[...] les chercheurs (Hosang & Bhui, 2018) [...]
p.36	[...] minimums au maximums (Stanley, 2015 ; cité par Burleigh et al., 2017). [...] hors ligne ou en ligne (Burleigh et al., 2017).	[...] minimums au maximums (Stanley, 2015 ; cité par Burleigh et al., 2018). [...] hors ligne ou en ligne (Burleigh et al., 2018).
	Hypothèses et question de recherche	
p.39	[...] Companion & Sambrook (2008) et Schimt et al. (2010) [...]	[...] Companion & Sambrook (2008) et Schmit et al. (2010) [...]
	Méthodologie	
p.47	[...] de Beck (BAI), validé [...] [...] de Beck (BDI) validé [...]	[...] de Beck (BAI ; Beck et al., 1988), validé [...] [...] de Beck (BDI ; Beck, 1976) validé [...]
	Présentation des résultats	
p.51	[...] à l'équivalent du primaire/ collège [...] la deuxième, au secondaire/ lycée [...]	[...] à l'équivalent du primaire [...] la deuxième, au secondaire/ collège [...]
p.55	Tableau 14 « Jeux vidéo objectivé et non objectivé ».	Tableau 14 « Jeux vidéo objectivés et non objectivés ».
	Discussion	
p.63	[...] supportés par Lo et al. (2015) [...]	[...] supportés par Lo et al. (2005) [...]

p.64	[...] en termes d'avatar (Companion & Sambrook, 2008 ; Schimt et al., 2010).	[...] en termes d'avatar (Companion & Sambrook, 2008 ; Schmit et al., 2010).
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