<table>
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<th>Title</th>
<th>Nintendo Wii as an intervention : improving the well-being of elderly in long-term care facilities( Diagrams )</th>
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<tr>
<td>Author(s)</td>
<td>Koay, Jing Li; Ng, Janissa Sihui; Wong, Gladys Li Chieh</td>
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</table>
Figure 2. Path Analysis of the Mediating Effect of Social Interaction in the Evaluation of Wii-playing.

Standardized coefficients significant at .05 level
(***<.001; **<.01; *<.05)
Non-significant standardized coefficients
Figure 3. Path Analysis of the Mediating Effect of Physical Activity in the Evaluation of Wii-playing.