CORRECTION Open Access

Correction to: Mechanism to capture learner's interaction in VR-based learning environment: design and application



Rumana Pathan*, Ramkumar Rajendran and Sahana Murthy

The original article can be found online at https://doi.org/10.1186/s40561-020-00143-6.

* Correspondence: rumana_pathan@iitb.ac.in Indian Institute of Technology, Bombay, India Correction to: Smart Learn Environ 7, 35 (2020) https://doi.org/10.1186/s40561-020-00143-6

Following the publication of the original article (Pathan et al., 2020), some content is missing in the sections of Acknowledgements, Competing of interest, Funding, Author information, Availability of data and materials, and Reference. The authors removed some information in order to maintain anonymity during the peer-review process. However, they forgot to add them back.

Acknowledgements

The authors would like to thank the participants and their parents for their participation in the study. The authors acknowledge Research Scholars of Indian Institute of Technology (IIT) Bombay and Next Education Research Lab for the support in conducting this research.

Competing of interest

The authors have no competing interest.

Funding

Next Education Research Lab at IDP-Educational Technology, IIT Bombay.

Availability of data and materials

The datasets generated and/or analyzed during the current study are not publicly available because of minor aged (under 14 years) participants involved in the study.

Author information

Interdisciplinary Programme in Educational Technology (IDP-ET) at Indian Institute of Technology (IIT) Bombay, Mumbai, India Rumana Pathan, Ramkumar Rajendran & Sahana Murthy.



© The Author(s). 2020 **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/.

Reference

The reference currently reads:

Reference removed for anonymity. (2018).

The reference should read:

Rajendran et al., 2018: Rajendran, R., Munshi, A., Emara, M., & Biswas, G. (2018). A temporal model of learner behaviors in OELEs using process mining. In Proceedings of ICCE (pp. 276–285).

The original article has been updated.

Published online: 27 November 2020

Reference

Pathan, et al. (2020). Mechanism to capture learner's interaction in VR-based learning environment: design and application. Smart Learning Environments, 7, 35 https://doi.org/10.1186/s40561-020-00143-6.