

CORRECTION

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Correction: Reimagining how to understand learning game experiences: a qualitative and exploratory case study

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The original article can be found online at <https://doi.org/10.1186/s40561-023-00234-0>.

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Correcstion to: *Smart Learning Environments* (2023) 10:14

<https://doi.org/10.1186/s40561-023-00234-0>

Following publication of this article [1], the authors would like to update the Funding section.

The Funding section currently reads:

This research is funded in part by the Norwegian Research Council, Project No. 309057. The funding body had no role in the design of the study nor collection, analysis, or interpretation of data, nor in writing the manuscript.

The Funding section should read:

This research is funded through the Industrial PhD scheme of the Norwegian Research Council, equally by the Norwegian Research Council (Project No. 309057) and House of Knowledge AS. The funding bodies had no role in the design of the study nor collection, analysis, or interpretation of data, nor in writing the manuscript.

The original article [1] has been corrected.

Published online: 24 February 2023

Reference

Almås, H., et al. (2023). Reimagining how to understand learning game experiences: a qualitative and exploratory case study. *Smart Learning Environments*, 10, 14.

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