

CORRECTION

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

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

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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.

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Competing of interest

The authors have no competing interest.

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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

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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.

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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>.