

ERRATUM

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Editors

Game Analytics

Maximizing the Value of Player Data

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There are some errors that should have been corrected. These are:

Frontmatter Page xiv – Eric Hazan’s affiliation should read: Ubisoft, Montreal, Canada

Page 477 – Author affiliation should read: Ubisoft, Montreal, Canada

Page 477 – Personal email address ‘eric_hazan@sympatico.ca’ should have been removed

Page 481 – The following text from paragraph 1 should have been removed: “Drachen et al. (2011) and” – this would leave the final sentence to read: “see also case study 3 in Chap. 14 for more examples.”

Page 496 – The following reference from the reference list should have been removed: Drachen, A., & Sørensen, J. R. M. (2011, June 28–July 1). Arrgghh!!! Blending quantitative and qualitative methods to detect player frustration. In Proceedings of foundation of digital games 2011 , Bordeaux, France.