



Retraction Note: Gamified learning through unity 3D in visualizing environments

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The Editor-in-Chief and the publisher have retracted this article. The article was submitted to be part of a guest-edited issue. An investigation by the publisher found a number of articles, including this one, with a number of concerns, including but not limited to compromised editorial handling and peer review process, inappropriate or irrelevant references or not being in scope of the journal or guest-edited issue. Based on the investigation's findings the Editor-in-Chief therefore no longer has confidence in the results and conclusions of this article.

The authors have not responded to correspondence from the publisher about this retraction.

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The original article can be found online at <https://doi.org/10.1007/s00521-017-2928-5>.

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