RETRACTED ARTICLE: Progression of a serious game difficulty from a playful and pedagogical point of view: Analyze and representation

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The Editor-in-Chief has retracted this article [1] because it significantly overlaps with a previously published conference paper by Carron et al. [2].

Adil Korchi disagrees with the retraction but has not explicitly stated whether he agrees to this retraction notice. The other authors did not respond to correspondence regarding this retraction.

References

1. Korchi, A., Dardor, M., Messaoudi, F. et al. Progression of a serious game difficulty from a playful and pedagogical point of view: Analyze and representation. Educ Inf Technol (2020). https://doi.org/10.1007/s10639-020-10259-4
2. Thibault Carron, Mathieu Muratet, Bertrand Marne, Amel Yessad. Analyser et représenter la progression de la difficulté d'un jeu sérieux du point de vue ludique et pédagogique. EIAH 2017, Jun 2017, Strasbourg, France. https://hal.inria.fr/LIP6/hal-01515753v1

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