

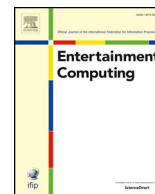


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Corrigendum to “Modeling and adjusting in-game difficulty based on facial expression analysis” [Entertain. Comput. 31 (2019) 100307]



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The authors would like to apologise for any inconvenience caused.

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