

Correction to: Griefers Versus the Griefed - What Motivates Them to Play Massively Multiplayer Online Role-Playing Games?

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Correction to: The Computer Games Journal 3(1):5–18 *Candlemas* 2014 **<https://doi.org/10.1007/BF03392354>**

The original version of this article unfortunately contained a mistake. The family name and the e-mail address of the first author have been incorrectly updated as Leigh Achternbosch (l.achternbosch@federation.edu.au) instead of Leigh Achterbosch (l.achterbosch@federation.edu.au).

The last name and the e-mail address are corrected with this erratum.

The original article can be found online at <https://doi.org/10.1007/BF03392354>.

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