



Correction to: Examining the factors of observational learning from *Genshin Impact* players' peers and player intrinsic motivation toward microtransaction purchasing behavior

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Correction to:

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In the originally published version of the chapter, second author name was inadvertently split into two names “Panji Nandiasa” and “Ananda Mukadis”. The name of the author has been corrected to “Panji Nandiasa Ananda Mukadis”.

The updated version of this chapter can be found at
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