Correction to: Rhythm, Play and Interaction Design



Correction to: B. M. Costello, *Rhythm, Play and Interaction Design*, Springer Series on Cultural Computing, https://doi.org/10.1007/978-3-319-67850-4

In the original version of the book, the wrong texts "Developing an understanding of the impacts of on rhythmic experience is important for designers of interactive applications because of its potential impact on the end user behaviour." has been corrected to read as "Developing an understanding of the impacts of cultural context on rhythmic experience is important for designers of interactive applications because of its potential impact on the end user behaviour." in Chap. 2.

"This same tradition of participatory performance, Miller argues, is behind the pleasures of playing Guitar Hero and Grand Theft Auto are both video games but I haven't referenced as they are both series with multiple versions and Kiri Miller does not specify an edition of the game. In her text they are not referenced at all. Moving in synchrony with the repetitious rhythms gives her a similar sense of "sharing visceral common knowledge" that she gets practicing yoga, ballet, or a musical instrument (2012, p. 222)." has been corrected to read as "This same tradition of participatory performance, Miller argues, is behind the pleasures of playing Guitar Hero and Grand Theft Auto. Moving in synchrony with the repetitious rhythms gives her a similar sense of "sharing visceral common knowledge" that she gets practicing yoga, ballet, or a musical instrument (2012, p. 222)" in Chap. 2.

The updated version of these chapters can be found at https://doi.org/10.1007/978-3-319-67850-4_2 https://doi.org/10.1007/978-3-319-67850-4_7

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In the last sentence of 7.1 figure caption "Documentation of participants interactive with the work, as shown at Liveworks 2015 festival of experimental art, performance space, Sydney, Australia." has been corrected to read as "Documentation of participants" interacting with the work, as shown at Liveworks 2015 festival of experimental art, performance space, Sydney, Australia." in Chap. 7.

The erratum book has been updated with the changes.