

Erratum to: Emotions Detection Through the Analysis of Physiological Information During Video Games Fruition

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Erratum to:
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The presentation of Fig. 2 was incorrect in the original version of this chapter.
The correct version is given in next page:

The updated online version of this chapter can be found at
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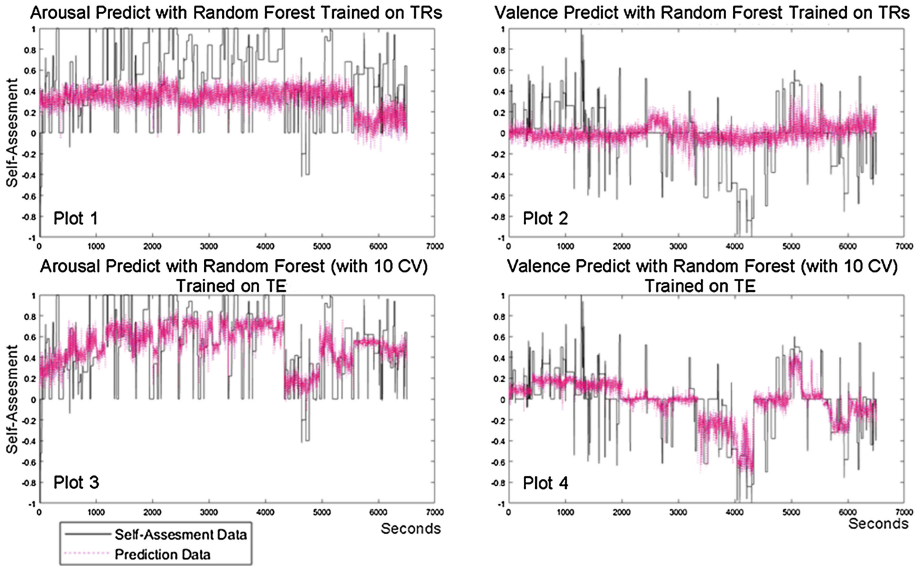


Fig. 2. The figure represents the mapped value of TE on emotional assessment. The time of each game session (using half second as step unit) is shown on x axis, the emotional assessment values are shown on y axis. The prediction values of the first two plots are defined by a Random Forest trained on TRs, while, the remaining two plots illustrate the predictions of a Random Forest trained with a 10 cross validation on TE.

The original chapter has been corrected.