

Corrigendum

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1. Note of the editor

Being the IJSG a reference point for scientific research on Serious Games, its audience expects from us the highest level of rigor and transparency. And we are committed to fulfill this expectation.

In the last issue of the journal (volume 2, issue 1, 2015), we published a paper ("State-of-the-art in Business Games", by Petridis P., Hadjicosta K., Shi Guang V., Dunwell I., Baines T., Ali Bigdeli A., Oscar F. Bustinza, Uren, V.) that was later blamed for plagiarism by a reader, since some sentences were not quoted neither the source document cited.

The original letter we received by Neil Peirce is reported below. We thus asked the correspondence author to clarify the problem. Dr. Petridis answered with a letter, acknowledging the issue and saying that the mistake was probably due to an unintentional omission during one of the iterations in the review/editing process.

Given the IJSG stance as a reference point for publishing up to date research, we regard an online issue as a published issue that cannot be edited, like a printed journal. This is why we will not substitute the original paper with the spotted error, but publish this corrigendum in the current issue together with the received letters.

2. Letter blaming IJSG for Plagiarism and Copyright infringement

From: Neil Peirce <npeirce@scss.tcd.ie>
To: adg@unige.it
Copy: Lynda Donovan <donovanl@scss.tcd.ie>

Dear Alessandro,

I am writing to you because one of my colleagues (Lynda Donovan) has discovered her work being plagiarised in the International Journal of Serious Games. The article "**State-of-the-art in Business Games**" in the current issue (vol 2, no 1) takes several sections and paragraphs verbatim from the report "The Use of Serious Games in the Corporate Sector" (http://www.learnovatecentre.org/research/our-work/serious_games_in_corporate_sector/).

No attribution is given for any of the content taken from the report.

My university takes plagiarism and copyright theft very seriously and I would ask you to remove the article in question from your journal and website.

I have attached a copy of the plagiarising article with copied sections highlighted on pages 59-61, the comments show where the content came from in the original report.

I have also attached the original report so you can compare the two.

Regards,

Neil--

Dr. Neil Peirce,
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3. Letter acknowledging the issue

Dear Editor,

I would like to apologize for any potential inconvenience that this issue might have caused to your journal and Dr Lynda Donovan. I would like to stress out that it wasn't our intention not to Reference Dr Lynda's work and there wasn't any intention to copy from your paper and I have corrected the sentences highlighted and included your reference. In detail, they were 3 sentences that we didn't add the appropriate reference:

- "Because of their ability to motivate, engage and influence behaviours, serious games are being used in the corporate sector for training, recruitment and marketing and sales"
- "As a marketing tool, the game enables companies like IBM to market its products and services in a way that engages existing customers and potential customers more deeply, making the company's value proposition clearer and more compelling"
- "a serious game, as an online marketing tool to showcase its products and services. It also uses the game as online recruitment tool and as part of employee training. Plantville gives players the opportunity and challenge of running a virtual factory, complete with evaluation of key performance indicators, allocation of scarce capital funds, and the ability to improve process efficiency with the purchase and installation of Siemens equipment."

As you can imagine there were several iterations to the paper from the different author of the paper before we submit the paper and the reference was probably omitted by mistake. The paper is a literature review paper and it contains 78 references and your paper was omitted by mistake and it was not intentional, I have updated the paper and properly referenced your work in the journal text. I should have better checked the paper before I submit. If the journal and the authors of the previous paper are not satisfied with this I would happily withdraw the paper.

Kind Regards,

Dr Panagiotis Petridis

4. Errata corrige

3.1. Applications and penetration of serious games to business decisions

- p. 59: "Because of their ability to motivate, engage and influence behaviors, serious games are being used in the corporate sector for training, recruitment and marketing and sales." [79, p. 18]
- p. 59: "As a marketing tool, the game enables companies like IBM to market its products and services in a way that engages existing customers and potential customers more deeply, making the company's value proposition clearer and more compelling." [79, p. 25]
- p. 60: "Siemens uses Plantville [33], a serious game, as an online marketing tool to showcase its products and services. It also uses the game as online recruitment tool and as part of employee training. Plantville gives players the opportunity and challenge of running a virtual factory, complete with evaluation of key performance indicators, allocation of scarce capital funds, and the ability to improve process efficiency with the purchase and installation of Siemens equipment. Factory managers in Plantville are required to hire and deploy workers, balance worker safety and satisfaction against production delivery schedules and continuously adapt strategies to changing external conditions." [79, p. 26]



- p. 60:



Figure 2: Siemens SG using a modified version of Plantville [79, p. 26]

- p. 60: “Serious games are being used for training, recruitment and marketing in many areas such as healthcare, manufacturing and the public sector. Serious games provide opportunity for learning and training, allowing the employees of the company to be rewarded and challenged.” [79, p. 26]

References

- [79] Lynda Donovan, The Use of Serious Games in the Corporate Sector. A State of the Art Report, Learnovate Center, December 2012. http://www.learnovatecentre.org/wp-content/uploads/2013/06/Use_of_Serious_Games_in_the_Corporate_Sector_PRINT_FINAL.pdf.