Errata for **the printed version of** Baur, Kolo (2010): **Motivational factors and social relations across motivational factors and social relations across different types of players and games**, in: Proceedings of the IADIS International Conferences Interfaces and Human Computer Interaction 2010 and Game and Entertainment Technologies 2010, 2010

It has come to the attention of the authors that table 1 incorrectly shows a wrong data set and accompanying text relates to it.

The correct table is

Game		Achievement			Social			Immersion			
		advancement	game mechanics	competition	community	relationships	teamwork	discovery	roleplaying	personalisation	escapism
WoW	Mean	3,32	3,61	2,23	3,86	2,97	3,37	2,98	2,42	3,21	2,86
	n	305	301	302	303	303	302	305	302	305	306
QuakeLive	Mean	3,19		3,14	3,08	2,08	2,89			2,62	2,82
	n	38		39	39	38	37			39	40
PES09	Mean	3,49		3,42	2,87	2,34	3,56			3,55	3,05
	n	38		40	41	38	42			38	42
Diablo 2	Mean	3,20	3,94	2,16	3,20	2,21	3,66	2,90	1,90	2,83	2,56
	n	184	184	183	183	181	185	182	184	186	184

Accompanying text should be as follows

written	should be
we present a first meta-analysis of results for the group of players aged 20-25	we present a first meta-analysis of results for the group of players aged **20-24**
The test of the data has shown that apart from "game mechanics" and "teamwork" the differences of the medians of the motivational factors for the different games were statistically significant in the age group from 20 to 25. [...] Though no differences were found for "game mechanics" and "teamwork" within this age group, this was not the case for older segments. Obviously, the motivational footprints have to be related to specific sociodemographic segments, in particular to age groups.	The test of the data has shown that **over all age** groups the motivational factors for different games were significantly different. Motivational factors may differ slightly between different socio-demographic segments and we propose to relate them at least to different age groups.
Table 1. Motivational footprints of specific games	Table 1. Motivational footprints of specific games **for age group 20-24 on a scale of 1 to 5**
We suspect that the footprints are dependent of the gaming environment (i.e.	We suspect that the footprints are further **related to the characteristics** of the gaming environment like the game play, the rules and the content of the specific game
When looking at PES 2009, one can see that the motivations "socializing" and "relationships" are not as important for the players as they are for WoW players	When looking at PES 2009, one can see that the motivations **"community"** and "relationships" are not as important for the players as they are for WoW players

A revised version of the paper is available at http://www.mediastream.org/science/BaurKolo2010revised.pdf