CORRECTION

Correction: What Makes Sports Fans Interactive? Identifying Factors Affecting Chat Interactions in Online Sports Viewing

The PLOS ONE Staff

There are errors in the Funding section. The correct funding information is as follows:

This work was partly supported by Institute for Information & Communications Technology Promotion (IITP) grant funded by the Korea government (MSIP) (No.10041313, UX-oriented Mobile SW Platform) and the Sports Science Convergence Technology Development Program of the National Research Foundation of Korea (NRF) funded by the Ministry of Science, ICT & Future Planning (NRF-2014M3C1B1034033).

The publisher apologizes for the error.

Reference

1. Ko M, Yeo J, Lee J, Lee U, Jang YJ (2016) What Makes Sports Fans Interactive? Identifying Factors Affecting Chat Interactions in Online Sports Viewing. PLoS ONE 11(2): e0148377. doi: 10.1371/journal.pone.0148377 PMID: 26849568

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