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Author Correction: Action video game play facilitates “learning to learn”

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Correction to: *Communications Biology* <https://doi.org/10.1038/s42003-021-02652-7>, published online 14 October 2021.

The original version of this Article contained funding information in the Acknowledgements section that was incorrectly given as ‘Swiss National Foundation Grant 100014_140676 (DB)’ and should have read ‘SwissNational Foundation Grant 100014_178814 (DB)’. This has now been corrected in both the PDF and HTML versions of the Article.

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