




Correction

# Correction: Theodoropoulos et al. Developing an Interactive VR CAVE for Immersive Shared Gaming Experiences. *Virtual Worlds* 2023, 2, 162–181

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## Text Correction

In the original publication [1], the Ethical Statement was not mentioned. A correction has been made to 4.1. Participants, Paragraph 1:

A total of 33 users participated in this study. The participant pool consisted of 4 females and 29 males, of which 30 were undergraduate students, 1 was a postgraduate student, and 2 were members of the academic staff. Participants were informed of the potential benefits of this research (how the study may contribute to scientific knowledge or have practical applications) and any potential risks or discomfort that they may experience (e.g., simulation sickness). Moreover, their privacy is protected, including the use of pseudonyms and the confidentiality of their responses, and they were informed that their participation was voluntary. The study was approved by the Ethics Committee of the University of the Peloponnese (Application Number: AII: EAM-EII-EE-2022-007, on 9 November 2022).

## Missing Appropriate Statement in Back Matter

In the original publication, the Institutional Review Board Statement and Data Availability Statement was not included. The correct statement appears below.

Institutional Review Board Statement: The study was approved by the Ethics Committee of the University of the Peloponnese (Application Number: AII: EAM-EII-EE-2022-007, on 9 November 2022).

Data Availability Statement: The data supporting this study's findings are available on request from the corresponding author due to confidentiality and privacy concerns related to the participants.

The authors state that the scientific conclusions are unaffected. This correction was approved by the Academic Editor. The original publication has also been updated.

## Reference

1. Theodoropoulos, A.; Stavropoulou, D.; Papadopoulos, P.; Platis, N.; Lepouras, G. Developing an Interactive VR CAVE for Immersive Shared Gaming Experiences. *Virtual Worlds* **2023**, *2*, 162–181. [CrossRef]

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