



Correction to: Whole-Body Interaction and Representative Applications in Virtual Reality

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Correction to:

Chapter “Whole-Body Interaction and Representative Applications in Virtual Reality” in: C. Stephanidis et al. (Eds.): *HCI International 2022 Posters*, CCIS 1581, https://doi.org/10.1007/978-3-031-06388-6_7

In the originally published version of chapter 7 an incorrect grant number was erroneously used in the acknowledgements section. The grant number has been corrected.

The updated original version of this chapter can be found at
https://doi.org/10.1007/978-3-031-06388-6_7

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C. Stephanidis et al. (Eds.): HCII 2022, CCIS 1581, p. C1, 2023.
https://doi.org/10.1007/978-3-031-06388-6_53