



Correction to: Intelligence augmentation: rethinking the future of work by leveraging human performance and abilities

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Correction to: Virtual Reality
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In the original publication the citations of Figs. 1 and 2 and their captions are wrongly published.

The correct Fig. 1 caption should read as "A framework for using AR and VR in workforce training (images are own representations)", and correct Fig. 2 caption should read as, "Jobs losses and gains of the 'Economic 4.0' scenario compared to the basic scenario (Wolter et al. 2016)".

The citation of Fig. 1 should be cited under Sect. 4, and citation of Fig. 2 should be cited under Sect. 2.2. The original publication has been corrected.

The original article can be found online at <https://doi.org/10.1007/s10055-021-00590-7>.

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