Effectiveness of Immersive Virtual Reality-Based Communication for Construction Projects

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This erratum is published to notify a correction in figure 1 and the addition of a citation, Du et al. 2016. See the corrected version below:

Errata:

The original version of this article:

1. The original version of figure 1:

Fig. 1. Example of Virtual Communication in the IVR Environment with Avatars

2. The original sentence on page 3 (page 4974 in printed version):

Also, as shown in Fig. 1, inserting an avatar (i.e., a virtual human model) in the virtual environment can make virtual communication in the IVR environment more realistic like FtF communication (Greenwald et al., 2017).

Was altered as:

1. The corrected version of figure 1:

1.1 The modification of figure 1:

Fig. 1. Example of Virtual Communication in the IVR Environment with Avatars (Fuzor™, 2019)

1.2 The addition of a reference regarding Fuzor™, 2019 in reference section:

Fuzor™ (2019) Fuzor virtual design construction 2019. Kalloc Studios, Retrieved November 4, 2019, <https://www.kalloctech.com/index.jsp>

2. The corrected sentence on page 3 (page 4974 in printed version):

2.1 The addition of an in-text citation, Du et al., 2016:

Also, as shown in Fig. 1, inserting an avatar (i.e., a virtual human model) in the virtual environment can make virtual communication in the IVR environment more realistic like FtF communication (Du et al., 2016; Greenwald et al., 2017).

2.2 The addition of a reference regarding Du et al., 2016 in reference section:

Du J, Shi Y, Mei C, Quarles J, Yan W (2016) Communication by interaction: A multiplayer VR environment for building walkthroughs. Proceedings of construction research congress, May 31-June 2, San Juan, Puerto Rico, 2281-2290

The original article has been corrected.