



# RETRACTED ARTICLE: Industrial product art design method based on internet of things technology and virtual VR

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The Editor-in-Chief and the publisher have retracted this article. The article was submitted to be part of a guest-edited issue. An investigation by the publisher found a number of articles, including this one, with a number of concerns, including but not limited to compromised editorial handling and peer review process, inappropriate or irrelevant references or not being in scope of the journal or guest-edited issue. Based on the investigation's findings the Editor-in-Chief therefore no longer has confidence in the results and conclusions of this article.

Authors Jie Luo and Yajuan Gao have not responded to correspondence regarding this retraction. The Publisher has not been able to obtain a current email address for authors Guanlin Luo and Lie Wang.

The online version of this article contains the full text of the retracted article as Supplementary Information.

**Supplementary Information** The online version contains supplementary material available at <https://doi.org/10.1007/s12652-021-03097-w>.

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