

CORRECTION

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Correction: Analysis of cybersickness in virtual nursing simulation: a German longitudinal study

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Correction to: *BMC Nursing* (2024) 23:187
<https://doi.org/10.1186/s12912-024-01833-z>

Following publication of the original article [1], the authors reported one typing error in Table 2, line Disorientation is written: $([2]/12)*100$ but it should be: $([2]/15)*100$.

The correct Table 2 has been provided in this Correction.

Furthermore, the authors were informed by Dr. Berkmann although their study (Sevinc V, Berkman MI. Psychometric evaluation of Simulator Sickness Questionnaire and its variants as a measure of cybersickness in consumer virtual environments. *Appl Ergon.* 2020;82:102958) was conducted in Turkey, they applied the English version of the VRSQ. Therefore the following sentence in the discussion section has to be corrected as well: The study by Sevinc and Berkman shows overall high internal consistencies in all domains of the VRSQ [37].

The original article [1] has been corrected.

The online version of the original article can be found at <https://doi.org/10.1186/s12912-024-01833-z>.

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Table 2 Scoring

Components	Computation
Oculomotor	$([1]/12)*100$
Disorientation	$([2]/15)*100$
Total	$(\text{Oculomotor score} + \text{Disorientation score}) / 2$

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References

1. Biniok M, Forbrig TA, Gellert P, et al. Analysis of cybersickness in virtual nursing simulation: a German longitudinal study. *BMC Nurs.* 2024;23:187. <https://doi.org/10.1186/s12912-024-01833-z>.

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