CORRECTION

Correction to: Comparing head gesture, hand gesture and gamepad interfaces for answering Yes/No questions in virtual environments

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Correction to: Virtual Reality
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In the original publication of the article, the set of Equations 1 was wrongly typeset.

The set of Equations 1 should read as given below

$$
\begin{aligned}
P_i^x &= (F_i - C) \cdot (n \times h) \\
P_i^y &= (F_i - C) \cdot h \\
P_i^z &= (F_i - C) \cdot n
\end{aligned}
\tag{1}
$$

The original publication of the article has been updated to reflect the change.

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