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CORRECTION

Correction to: Collaborative immersive authoring tool for real-time creation of multisensory VR experiences

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In the original publication, **Figs. 1** and **2** were interchange and the citation of **Fig. 1** in the third paragraph of section **2.2 Authoring tools for multisensory VR experiences** should be removed.

The citation of **Fig. 2** in section **3.1 System architecture** should be changed to **Fig. 1** and the citation of **Fig. 1** in the same section should be change to **Fig. 2**. Also, the acknowledgement is missing in the original publication.

The corrected figures and acknowledgement are presented in this erratum.

The online version of the original article can be found at https://doi.org/10.1007/s11042-019-7309-x

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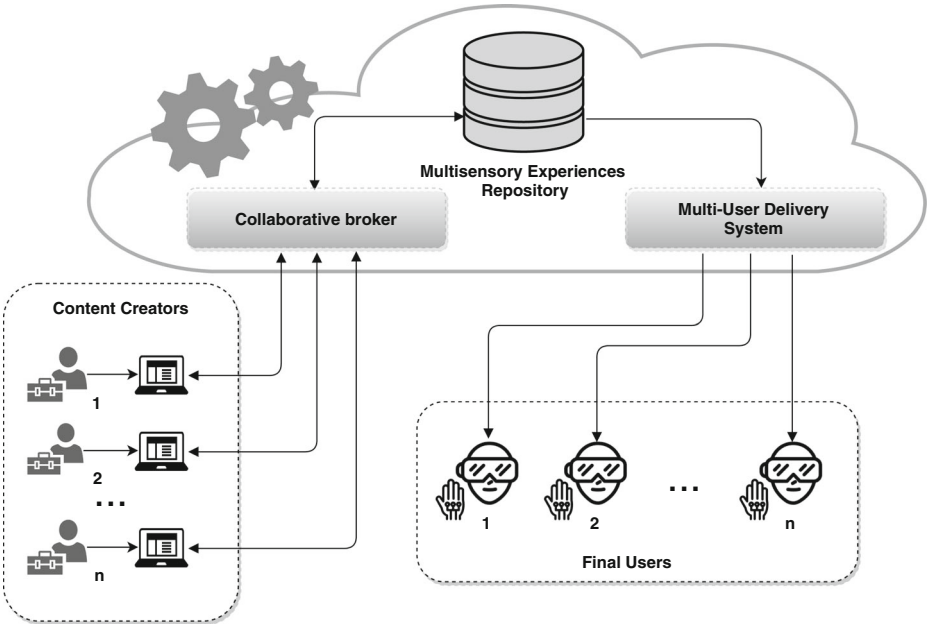

Fig. 1 Global architecture of the collaborative immersive authoring tool for real-time creation of multisensory VR experiences

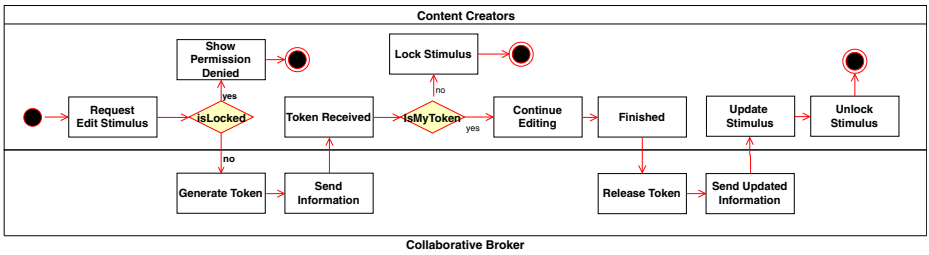

Fig. 2 Collaborative feature workflow

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