



Corrigendum: Exercising With a Six Pack in Virtual Reality: Examining the Proteus Effect of Avatar Body Shape and Sex on Self-Efficacy for Core-Muscle Exercise, Self-Concept of Body Shape, and Actual Physical Activity

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A Corrigendum on

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In the original article, there was a mistake in **Figure 5**, **Figure 6**, and **Figure 7** as published. The labels of the horizontal axis were incorrectly typed as “bpd shapes in VR.” This should be corrected as “body shapes in VR.” The corrected **Figure 5**, **Figure 6**, and **Figure 7** appear below.

The authors apologize for this error and state that this does not change the scientific conclusions of the article in any way. The original article has been updated.

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