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APPROVED BY
Frontiers Editorial Office,
Frontiers Media SA, Switzerland

*CORRESPONDENCE
Frontiers Production Office,
✉ production.office@frontiersin.org

RECEIVED 08 June 2023
ACCEPTED 08 June 2023
PUBLISHED 21 June 2023

CITATION

Frontiers Production Office (2023),
Erratum: Supporting the creation of non-
linear everyday AR experiences in
exhibitions and museums: an authoring
process based on self-contained
building blocks.

Front. Virtual Real. 4:1236765.
doi: 10.3389/frvir.2023.1236765

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Erratum: Supporting the creation of non-linear everyday AR experiences in exhibitions and museums: an authoring process based on self-contained building blocks

Frontiers Production Office*

Frontiers Media SA, Lausanne, Switzerland

KEYWORDS

augmented reality, museum, authoring tools, non-linear, everyday experience, navigation, patterns, authoring

An Erratum on

Supporting the creation of non-linear everyday AR experiences in exhibitions and museums: an authoring process based on self-contained building blocks

by Rau L, Bitter JL, Liu Y, Spierling U and Dörner R (2022). *Front. Virtual Real.* 3:955437. doi: [10.3389/frvir.2022.955437](https://doi.org/10.3389/frvir.2022.955437)

Due to a production error, **Figures 1, 2** have been included in the article in the wrong order. **Figure 1** should be listed as **Figure 2**, and **Figure 2** should be listed as **Figure 1**. The figures in the correct order appear below.

The publisher apologizes for this mistake. The original version of this article has been updated.

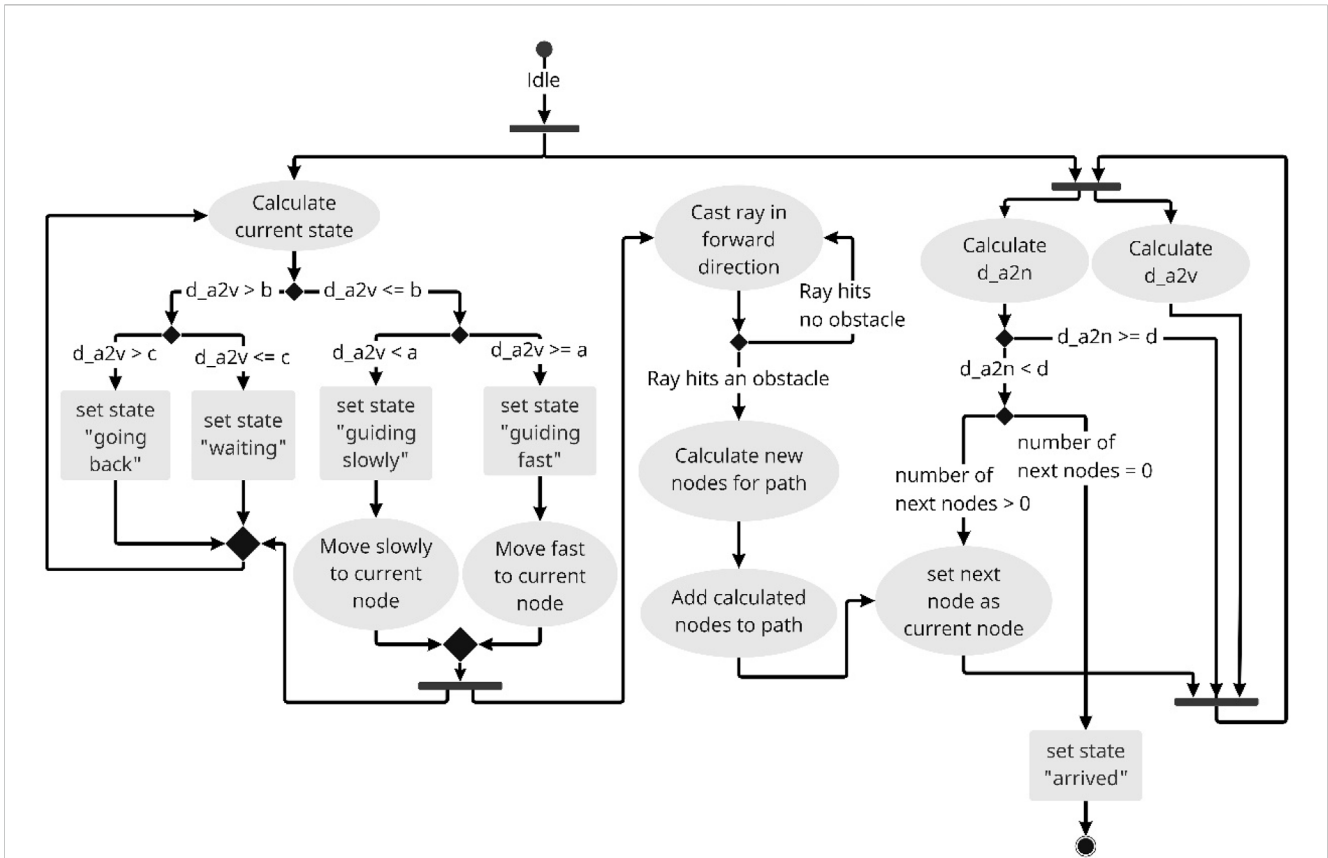


FIGURE 1

State diagram of the guiding state machine, showing how the agent behaves based on the distance between it and the visitor (d_{a2v}) and the distance between it and the current node (d_{a2n}). Authors can configure the agent's behavior using the parameters $a-d$. The states "going back," "waiting," "guiding slowly," and "guiding fast" are accessed based on a, b and d_{a2v} . If the agent detects an obstacle on the path, it calculates new nodes and adds them to the path. When it arrives at a node, it starts to move to the next node. If there are no more next nodes, the state is set to "arrived".

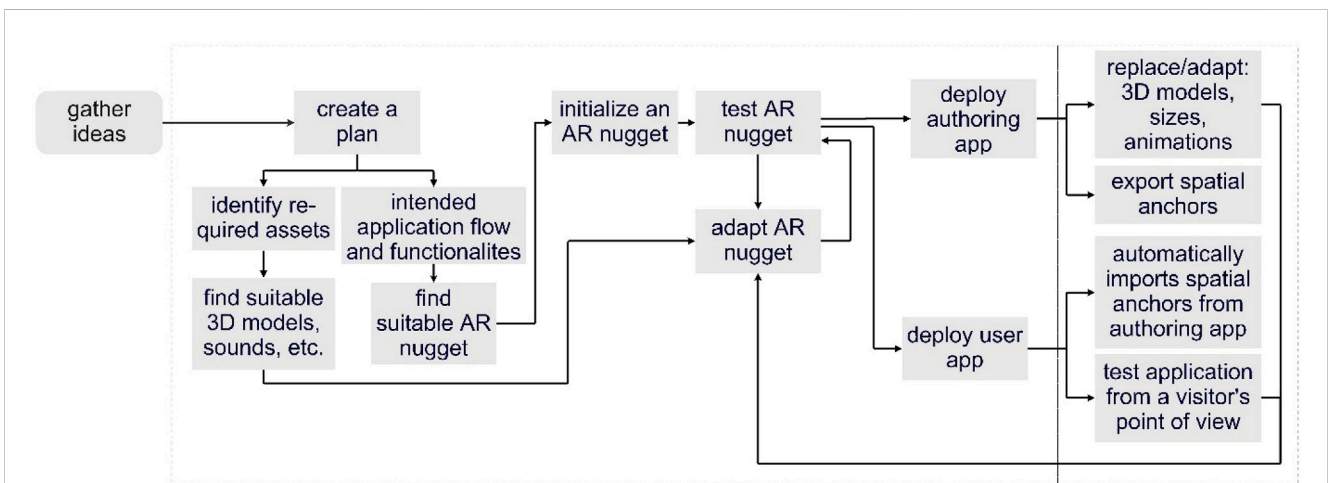


FIGURE 2

Flowchart of the authoring process and its two phases. Authors start with process-specific tasks in phase 1. They use Unity and our authoring tools to adapt their AR nuggets and to deploy an authoring as well as a user application. In phase 2, authors use an AR device to perform location-specific authoring tasks like placing and scaling augmentations or testing the AR experience from a visitor's point of view. The authoring process is iterative and authors might go back to phase 1 to further adapt their AR nuggets.