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Erratum: Real-time affect detection in virtual reality: a technique based on a three-dimensional model of affect and EEG signals

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affect detection, electroencephalography, virtual reality, emotion, affective computing, supervised leaning, machine learning, feature selection

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by Pinilla A, Voigt-Antons J-N, Garcia J, Raffe W and Möller S (2023). Front. Virtual Real. 3:964754. doi: 10.3389/frvir.2022.964754

Due to a production error, the **Data Availability Statement** was incorrect. The incorrect statement reads "The code used for analyzing the data is open source and available at https://github.com/aepinilla/affect detection." The correct statement is "The code used for analyzing the data is open source and available at "https://github.com/aepinilla/affect_detection."

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