JMIR SERIOUS GAMES Pallavicini et al

## Corrigenda and Addenda

## Correction: Effects and Acceptability of a 1-Week Home-Based Virtual Reality Training for Supporting the Management of Stress and Anxiety: Randomized Pilot Trial

Federica Pallavicini<sup>1</sup>, PhD; Eleonora Orena<sup>2</sup>, MA; Lisa Arnoldi<sup>1,3</sup>, MA; Federica Achille<sup>3</sup>, MA; Stefano Stefanini<sup>3</sup>, MA; Maddalena Cassa<sup>2</sup>, MA; Alessandro Pepe<sup>1</sup>, PhD; Guido Veronese<sup>1</sup>, PhD; Luca Bernardelli<sup>4</sup>, MA; Francesca Sforza<sup>4</sup>, MA; Sara Fascendini<sup>3</sup>, MA; Carlo Alberto Defanti<sup>3</sup>, MA; Marco Gemma<sup>2</sup>, MA; Massimo Clerici<sup>5</sup>, PhD; Giuseppe Riva<sup>6,7</sup>, PhD; Fabrizia Mantovani<sup>1</sup>, PhD

## **Corresponding Author:**

Federica Pallavicini, PhD
Department of Human Sciences for Education "Riccardo Massa"
University of Milano-Bicocca
Piazza dell'Ateneo Nuovo 1, 20126
Milan, 20100
Italy

Phone: 39 02644484944

Email: federica.pallavicini@unimib.it

## **Related Article:**

Correction of: <a href="https://games.jmir.org/2025/1/e50326">https://games.jmir.org/2025/1/e50326</a>

(JMIR Serious Games 2025;13:e77791) doi: 10.2196/77791

In "Effects and Acceptability of a 1-Week Home-Based Virtual Reality Training for Supporting the Management of Stress and Anxiety: Randomized Pilot Trial" (JMIR Serious Games 2025;13:e50326) the authors noted one error.

In the original article, the affiliation of Giuseppe Riva was incorrectly listed as:

"Applied Technology for Neuro-Psychology Laboratory, IRCCS Italian Auxological Institute, Milan, Italy." This has been replaced by:

"Applied Technology for Neuro-Psychology Lab, IRCCS Istituto Auxologico Italiano, Milan, Italy."

The correction will appear in the online version of the paper on the JMIR Publications website, together with the publication of this correction notice. Because this was made after submission to PubMed, PubMed Central, and other full-text repositories, the corrected article has also been resubmitted to those repositories.



<sup>&</sup>lt;sup>1</sup>Department of Human Sciences for Education "Riccardo Massa", University of Milano-Bicocca, Milan, Italy

<sup>&</sup>lt;sup>2</sup>IRCCS Neurological Institute Carlo Besta, Milan, Italy

<sup>&</sup>lt;sup>3</sup>European Biomedical Research Foundation, Gazzaniga, Italy

<sup>&</sup>lt;sup>4</sup>Become-Hub, Milan, Italy

<sup>&</sup>lt;sup>5</sup>Department of Medicine and Surgery, University of Milano-Bicocca, Milan, Italy

<sup>&</sup>lt;sup>6</sup>Humane Technology Lab, Department of Psychology, Università Cattolica del Sacro Cuore, Milan, Italy

<sup>&</sup>lt;sup>7</sup>Applied Technology for Neuro-Psychology Lab, IRCCS Istituto Auxologico Italiano, Milan, Italy

JMIR SERIOUS GAMES Pallavicini et al

This is a non-peer-reviewed article. Submitted 20.May.2025; accepted 23.May.2025; published 10.Nov.2025.

Please cite as:

Pallavicini F, Orena E, Arnoldi L, Achille F, Stefanini S, Cassa M, Pepe A, Veronese G, Bernardelli L, Sforza F, Fascendini S, Defanti CA, Gemma M, Clerici M, Riva G, Mantovani F

Correction: Effects and Acceptability of a 1-Week Home-Based Virtual Reality Training for Supporting the Management of Stress

and Anxiety: Randomized Pilot Trial JMIR Serious Games 2025;13:e77791 URL: https://games.jmir.org/2025/1/e77791

doi: <u>10.2196/77791</u> PMID: <u>41212613</u>

©Federica Pallavicini, Eleonora Orena, Lisa Arnoldi, Federica Achille, Stefano Stefanini, Maddalena Cassa, Alessandro Pepe, Guido Veronese, Luca Bernardelli, Francesca Sforza, Sara Fascendini, Carlo Alberto Defanti, Marco Gemma, Massimo Clerici, Giuseppe Riva, Fabrizia Mantovani. Originally published in JMIR Serious Games (https://games.jmir.org), 10.Nov.2025. This is an open-access article distributed under the terms of the Creative Commons Attribution License (https://creativecommons.org/licenses/by/4.0/), which permits unrestricted use, distribution, and reproduction in any medium, provided the original work, first published in JMIR Serious Games, is properly cited. The complete bibliographic information, a link to the original publication on https://games.jmir.org, as well as this copyright and license information must be included.

