Corrigendum to “Gaze Tracking for Eye-Hand Coordination Training Systems in Virtual Reality”, by Mutasim et al., ACM CHI EA '20: Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems, pages 1-9, Honolulu, Hawai‘i, USA, April 25-30, 2020

In ACM CHI EA '20, pages 1-9, (Mutasim et al., Gaze Tracking for Eye-Hand Coordination Training Systems in Virtual Reality), the second and third author were erroneously swapped in the published version. The correct second author is Anil Ufuk Batmaz and the third author is Wolfgang Stuerzlinger.

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