



Correction

Correction: Might as Well Jump: Sound Affects Muscle Activation in Skateboarding

The PLOS ONE Staff

There is an error in Reference 19. The correct reference is:

Turchet, L., Serafin, S., & Cesari, P. (2013). Walking pace affected by interactive sounds simulating stepping on different terrains. *ACM Transactions on Applied Perception (TAP)*, 10(4), 23:1-23:14

Reference

1. Cesari P, Camponogara I, Papetti S, Rocchesso D, Fontana F (2014) Might as Well Jump: Sound Affects Muscle Activation in Skateboarding. *PLoS ONE* 9(3): e90156. doi:10.1371/journal.pone.0090156

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