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Corrigendum: Impact of virtual reality technology on pain and anxiety in pediatric burn patients: A systematic review and meta-analysis

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In the original article, there was an error. In the **Result** section, "*Patient Self-Reported Outcomes*", paragraph 2, pg 8, there was a typo.

The sentence should be corrected as follows:

"In terms of active VR, in Kipping et al. (2012), although not statistically significant, differences observed between adolescent reports of pain on VAS between groups demonstrate a lower pain intensity experience by children in the active VR group (mean = 2.9, SD = 2.3) than in the standard distraction group (mean = 4.2, SD = 3.2) at time of dressing removal, indicative of a small effect size."

The authors apologize for this error and state that this does not change the scientific conclusions of the article in any way. The original article has been updated.