

Erratum for Sağsan, M. (2024). Metalibrarians as Residents Beyond the Second Life: An Overview of Contradictory Concept on The Metaverse, 25(1), 32-52, doi: 10.15612/BD.2024.736

The revised sentences are shown as below:

1. In p. 36, the false content is shown as below:

“VR technology could enhance library programs and services, such as virtual reference services, virtual tours of library spaces, and virtual learning environments (Pu and Chai, 2021a, and 2021b).”

The sentence were changed as below:

As Oyelude predicted that VR and AR technologies will be used more frequently in archives and documentation centers in an inno-creative ways (Oyelude, 2018, p. 4).

2. The first and the second sentences in p. 37 were changed as below:

As Massis (2015) concluded that VR and AR should be connected with information literacy and argues that “they both are not gimmicks, and must be seen as valid additions to the toolkit that may be used by libraries to engage its audience, not only with the latest technology but also with the goal in mind of ensuring a proper approach to teaching information literacy” (Massis, 2018, p.798).

The references removed from the article are shown as below:

1. Alexander, D., & Chiang, C. (2022). Creating inclusive and accessible virtual spaces in the metaverse: The role of metaliteracy. *Journal of Library Administration*, 62(1), 73-86.

2. Pu, X., Li, L., & Chai, X. (2021a). Virtual reality technology in library services: A literature review. *Information Technology and Libraries*, 40(1), 88-102. <https://doi.org/10.6017/ital.v40i1.12552>

3. Pu, X., Li, Y., Zhang, X., & Wang, H. (2021b). Exploring the potential of virtual reality technology for library programs and services. *Library Hi Tech*, 39(1), 127-142.

The revised references are shown as below:

1. Alikhani, P., Rezayizadeh, M., Zeinolabedini, M., & Vahidiasl, M. (2018). Identifying the impact of augmented reality on library services. *Journal of Library and Information Science*, 8(16), 355-370.
2. Ando, Y., Thawonmas, R., & Rinaldo, F. (2013). Inference of viewed exhibits in a metaverse museum. *International Conference on Culture and Computing*, Kyoto, Japan, p. 218-219, doi:10.1109/CultureComputing.2013.73.
3. Mackey, T. P., & Jacobson, T. E. (2014). *Metaliteracy: Reinventing information literacy to empower learners*. American Library Association.
4. Saleh, M. D., Salami, M., Soheili, F., & Ziaei, S. (2022). Augmented reality technology in the libraries of universities of medical sciences: Identifying the application, advantages, and challenges and presenting a model. *Library Hi Tech*, 40(6), 1782-1795. <https://doi.org/10.1108/LHT-01-2021-0033>
5. Terry, Q., & Keeney, S. and Hilton, P. (2022). *The metaverse handbook: Innovating for the internet's next tectonic shift*. WILEY.

The references added to the article are shown as below:

1. Massis, B. (2015). Using virtual and augmented reality in the library. *New Library World*, 116(11/12), 796-99.
2. Oyelude, A. A. (2018). Virtual reality (VR) and augmented reality (AR) in libraries and museums. *Library Hi-Tech News*, 35(5), 1-4. <https://doi.org/10.1108/LHTN-04-2018-0023>