Corrigendum

Corrigendum to "A Collaborative Brain-Computer Interface Framework for Enhancing Group Detection Performance of Dynamic Visual Targets"

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In the article titled "A Collaborative Brain-Computer Interface Framework for Enhancing Group Detection Performance of Dynamic Visual Targets" [1], Figure 8 has been adapted from the study by Valeriani and Poli [2], which was referenced in the article as reference 33 but the adaptation was unacknowledged.

The corrected figure legend for Figure 8 has been given as follows where the adaptation is acknowledged.

"Summary of different BCI frameworks: (a) sBCI framework; (b) SC-cBCI framework; (c) MC-cBCI framework; (d) MLDANet-cBCI framework (adapted from [33] under a CC-BY 4 license (https://creativecommons.org/licenses/by/4.0/))."

References

[1] X. Song, Y. Zeng, Li Tong et al., "A collaborative brain-computer Interface framework for enhancing group detection performance of dynamic visual targets," *Computational Intelligence and Neuroscience*, vol. 2022, Article ID 4752450, 12 pages, 2022.

[2] D. Valeriani and R. Poli, "Cyborg groups enhance face recognition in crowded environments," *PLoS One*, vol. 14, no. 3, Article ID e0212935, 2019.