

CORRECTION

Correction: The structure of performance and training in esports

The *PLOS ONE* Staff

Notice of republication

This article was republished on April 5, 2021 to correct errors in the heading levels in the Performance structure of esports—theory, Results, and Discussion sections that were introduced during the typesetting process. The publisher apologizes for the errors. Please download this article again to view the correct version. The originally published, uncorrected article and the republished, corrected articles are provided here for reference.¹

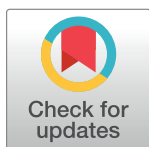
Supporting information

S1 File. Originally published, uncorrected article.
(PDF)

S2 File. Republished, corrected article.
(PDF)

Reference

1. Nagorsky E, Wiemeyer J (2020) The structure of performance and training in esports. *PLoS ONE* 15 (8): e0237584. <https://doi.org/10.1371/journal.pone.0237584> PMID: 32841263



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