

# Virtual Reality tailored to the needs of post-ICU patients: a safety and immersiveness study in healthy volunteers.

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## Supplementary Materials 2. Additional tables and figures.

### Supplementary figures.

FIGURE S1. Screenshots of Four of the Static VR Environments Used for VR Pre-Exposure.

FIGURE S2. Vital Parameters of Volunteers during ICU-VR.

### Supplementary tables.

TABLE S1. Instructions Given to All Volunteers Before the Start of HMD-VR.

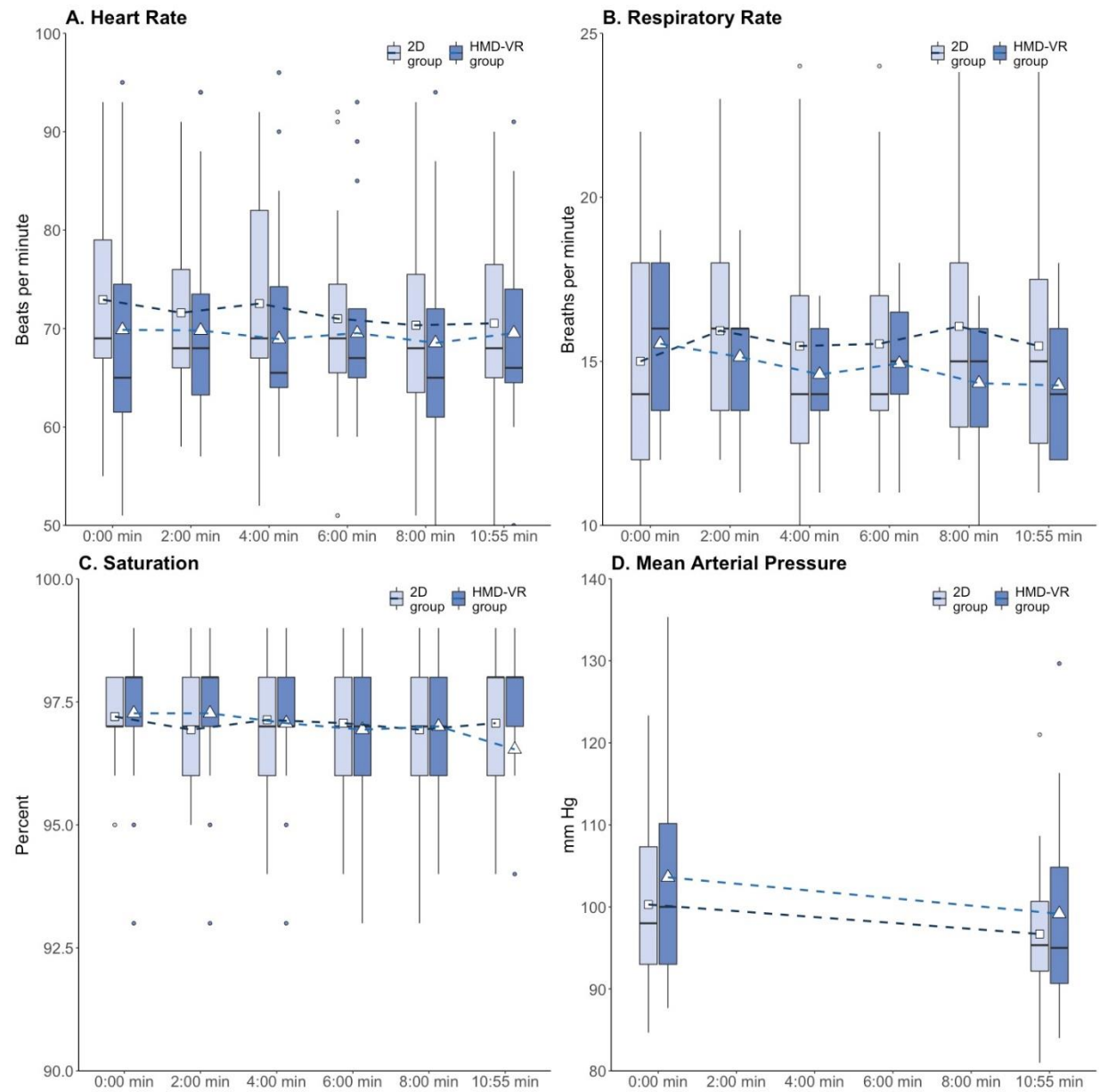
TABLE S2. Outcomes the Attitudes Towards VR Questionnaire.

## Supplementary figures

FIGURE S1. Screenshots of Four of the Static VR Environments Used for VR Pre-Exposure.



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## Supplementary tables

TABLE S1. Instructions Given to All Volunteers Before the Start of HMD-VR.

Instructions
1. Please sit back with your back against the backrest of the chair. Try to relax.
2. Please rest your hands on the top of the desk in front of you during the VR module. When you feel comfortable during the VR experience you are allowed to release your hands from the desk.
3. On the right index finger of the right hand a pulse oximeter will be attached, this is to monitor pulse and oxygenation.
4. In your dominant hand, you will receive the remote of the VR-glasses, by pressing the large button you can stop the module at any time and leave the VR environment.
5. You are allowed to stop with VR at any time. This can either be by pressing the emergency button on the remote as previously explained or by taking off the VR-glasses yourself. You can always ask for help. I will not leave the room.
6. Before starting the intensive care specific VR module you will first watch a short clip of a nature environment, you can choose between a landscape, water worlds or animals. This is called pre-exposure and is to make you more familiar with VR surroundings and sounds.
7. After these short VR pre-exposure clips of 90 seconds each, , we will take a 3-5 minutes break before starting with intensive care specific VR module.
8. Before we start, is everything that I just explained understood? Do you have any questions?
9. Be aware that the VR perspective will be presented as if you are laying down in a hospital bed, i.e. like a patient does.

TABLE S2. Outcomes the Attitudes Towards VR Questionnaire.

Question	Answer	2D	HMD-VR	Crossover	Total
		group <i>n</i> = 15	group <i>n</i> = 15	group <i>n</i> = 15	
Was the content of the ICU-specific video, in your opinion, informative?	Yes, <i>n</i> (%)	11 (73)	11 (73)	12 (80)	34 (76)
	No, <i>n</i> (%)	3 (20)	2 (13)	2 (13)	7 (16)
	Indifferent, <i>n</i> (%)	1 (7)	2 (13)	1 (7)	4 (9)
Would you recommend VR or 2D to show this video to post-ICU patients (c.q. which modality do you find more valuable)?	VR, <i>n</i> (%)			14 (93)	14 (93)
	2D, <i>n</i> (%)			0 (0)	0 (0)
	Indifferent, <i>n</i> (%)			1 (7)	1 (7)

Number (percentage) present the number (percentage) of patients choosing for an answer. Intensive Care Unit specific Virtual Reality (ICU-VR).