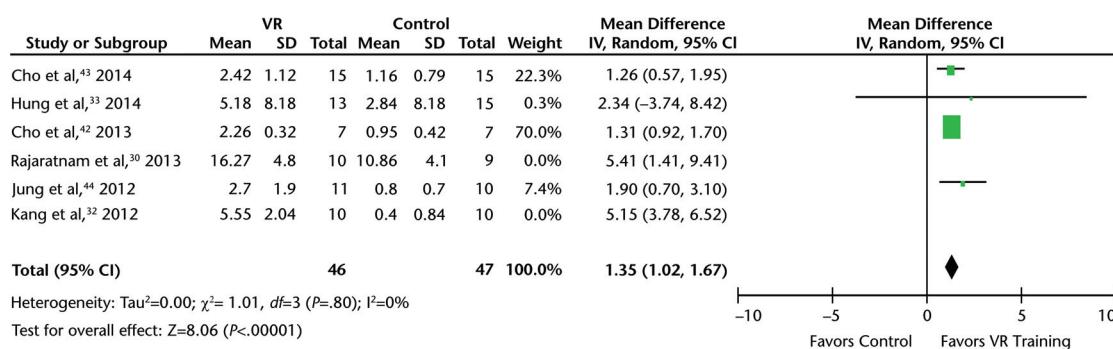
**eFigure 1.**Sensitivity Analysis of the Pooled Results for Time Dose-Matched VR Training on Gait Speed (n=147)^a^a VR=virtual reality, IV=inverse variance, CI=confidence interval.**eFigure 2.**Sensitivity Analysis of the Pooled Results for Time Dose-Matched VR Training on the Timed "Up & Go" Test (n=93)^a^a VR=virtual reality, IV=inverse variance, CI=confidence interval.