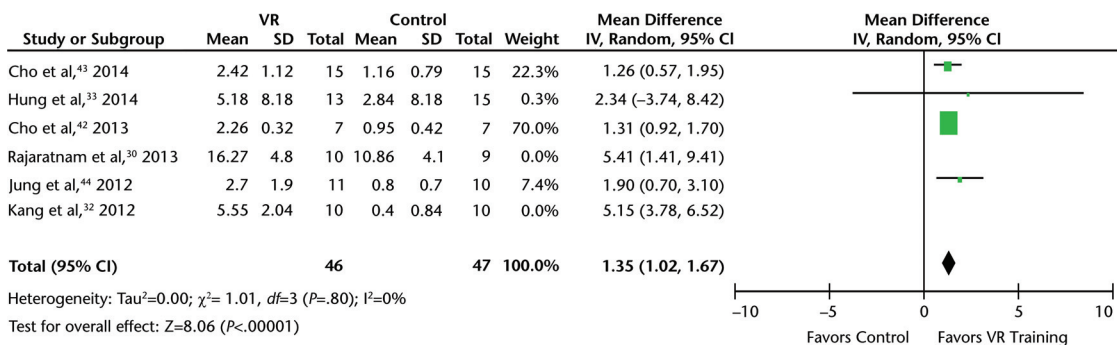


eFigure 1.

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.