eTable 1.
Analysis of Intervention Setup and VR Content in Gait Intervention Studies[a]

Study	Frequency	Intervention Setup	VR Content
Kim et al,[47] 2015	12 sessions, 30 min/d, 3×/wk, for 4 wk	A virtual environment was displayed by a visual screen while the participant walked on a treadmill	Community ambulation including walking on sidewalks, level walking, slope walking, and walking over obstacles.
Cho et al,[43] 2014	18 sessions, 30 min/d, 3×/wk, for 6 wk	Screenshots of 10-min real-world video recording with sound were displayed while the participant walked on a treadmill	Six different real-world videos: a sunny 400-m walking track, a rainy 400-m walking track, a 400-m walking track with obstacles, daytime walks in a community, nighttime walks in a community, and walking on trails.
Cho et al,[42] 2013	18 sessions, 30 min/d, 3×/wk, for 6 wk	Screenshots of 10-min real-world video recording with sound were displayed while the participant walked on a treadmill	Six different real-world videos: a sunny 400-m walking track, a rainy 400-m walking track, a 400-m walking track with obstacles, daytime walks in a community, nighttime walks in a community, and walking on trails.
Jung et al,[44] 2012	15 sessions, 30 min/d, 5×/wk, for 3 wk	Participants walked on a treadmill and wore an HMD on which they could watch the VR program	Simulation of a park stroll.
Kang et al,[32] 2012	12 sessions, 30 min/d, 3×/wk, for 4 wk	Participants walked on a treadmill with optic flow and wore an HMD	Environment of walking on a street.
Yang et al,[46] 2011	9 sessions, 20 min, 3×/wk, for 3 wk	A virtual environment was displayed by a visual screen with auditory output while the participant walked on a treadmill	Three scenes: straight-line treadmill walking, walking along a pathway with 8 right turns and 8 left turns and home activities, turning the light on or off and opening a door.
Yang et al,[8] 2008	9 sessions, 20 min/d, 3×/wk, for 3 wk	A virtual environment was displayed by a 3D visual screen with auditory output while the participant walked on a treadmill	A typical community in Taipei, including lane walking, street crossing, obstacles striding across, and park stroll. Different levels of complexity requiring faster gait speed, successful adaptation to changes in obstacle height and surface slopes, and increasing decision-making opportunities to avoid collisions are included.
Jaffe et al,[45] 2004	6 sessions, 1 h/d, 3×/wk, for 2 wk	Participants walked on a treadmill and wore an HMD on which stationary images of virtual obstacles were displayed. The HMD also showed a lateral real-time image of the participant's legs and feet as a visual cue.	Stepping over virtual images of obstacles. Participants could observe the position of their feet, monitor their knee flexion, time their toe-off, and control their stepping height and length through the HMD.

[a] VR=virtual reality, HMD=head-mounted device, 3D=3-dimensional.