

Appendix:**Requirements for virtual reality equipment**

A working group (ACN, SR and MM) identified requirements to ensure VR could be delivered safely and efficiently in the clinical settings. These requirements included: (1) *use in frailty*: equipment can be used in individuals with limited mobility who are spending the majority of the day in bed or chair; (2) *tether free*: VR equipment is not tethered or dependent on a laptop for its function (as this would limit the opportunity for deliver VR at the bedside); (3) *ease of use*: The VR system is simple to use and remove; (4) *storage*: The device can stored away simply and securely; (5) *infection control*: decontamination of the VR system is needed between participants; (6) *connectivity*: the VR system should work with or without an organisational wireless internet connection; (7) *training*: education for other staff members to deliver the VR should be possible; (8) *maintenance*: charging, maintenance and software updates should be possible in the clinical setting.