## Additional file 1 Survey that was filled out for each game

Survey
1. What is your occupation within the rehabilitation center?
Free text box
2. Do you have experience with diagnosing and/or treating visuospatial neglect?
Yes, treatment.
Yes, diagnostics.
Yes, treatment and diagnostics.
No No
3. Do you have experience with the following technology?
(1 =very poor - 5 = very good)
Computer
Virtual Reality
Augmented Reality
Consoles (e.g. Nintendo)
4. How would you rate the game?
Preference
Difficulty
Implementation
Duration
5. How would you rate the game content?
(1 =very poor - 5 = very good)
Graphics
Sounds
Theme
Variation in quests
Instructions
6. How would the game content pique your interest more?
Free text box
7. Do you want to see how the patient had played the game?
Yes
No No
8. How would you like to see how the patient had played the game?
Free text box
9. Is it clear what instructions you need to give? If not, how do you want to receive extra information about instructions?
Yes
No, I would like to receive extra information thus:
10. What are the possibilities for using the game? Multiple answers possible.
The patient can play the game autonomously
The game can be played during therapy
The patient can play the game with the help of an informal care giver
Other:
11. How can the game be used in the rehabilitation center?
12. What are the greatest obstacles using the game? Multiple answers possible.
Duration
Patient cannot play the game individually
Unclear instructions
Costs/finance
Space/location
Space/location
Other:
13. What is important to decide to implement the game for the rehabilitation for patients with visuospatial neglect?
14. Would you recommend the game to your colleagues within rehabilitation medicine?