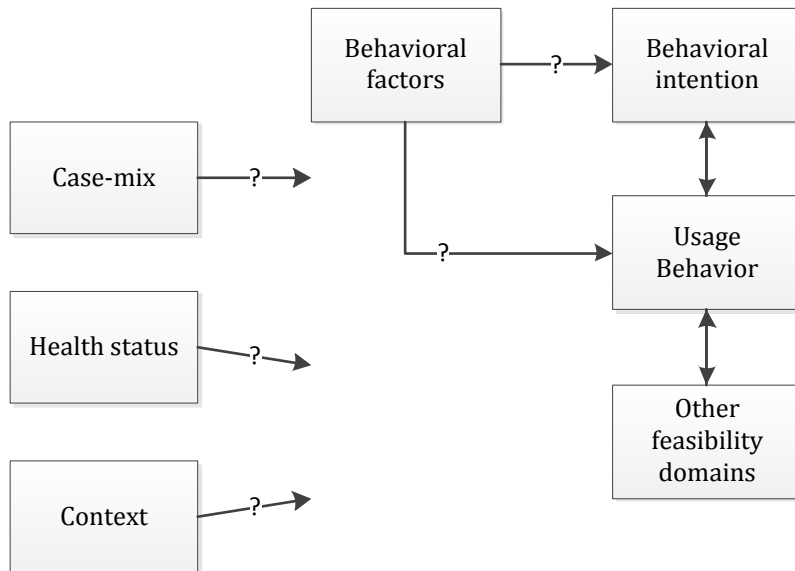


## Multimedia Appendix 1: [Conceptual framework]



Definition of feasibility domain [25]	Operationalization
<b>(1<sup>st</sup>) Demand:</b> The estimated or actual use of selected intervention activities in a defined intervention population or setting.	Behavioral intention (BI); the degree to which a person has formulated conscious plans to use the system determined by behavioral factors, and; usage behavior (frequency, length, and amount).
<b>(2<sup>nd</sup>) Acceptability:</b> How the intended individual recipients, both targeted individuals <i>and those involved in implementing programs<sup>a</sup></i> , reacted to the intervention.	Patient or end user perceived appropriateness. Criteria for appropriateness are 1) intrinsically motivating/perceived enjoyment 2) user friendly/ease of use, and 3) perceived knowledge improvement.
<b>Implementation:</b> The extent, likelihood, and manner in which an intervention can be fully implemented and evaluated as planned and proposed.	Degree of execution: assessment of study attrition and usage attrition by the rates of survey submission and program usage.
<b>Practicality:</b> Can an idea, program, process, or measure be carried out with intended participants using existing means, resources, and circumstances and without outside intervention?	The apparent ability of participants to carry out intervention activities evidenced by the presence of a successful log-in. The extent to which the system is used by those who possess gaming platforms. (How) playing LAKA was fitted into the day- and treatment schedule of patients.
<b>Limited efficacy:</b> Does a new idea, program, process, or measure show promise of being successful with the intended population?	Intended and perceived effects of system usage on knowledge and the process of rehabilitation.

<sup>a</sup> Not addressed in this study