

Scopus

(Children OR Child OR Paediatric OR Adolescent OR Adolescence OR Infant) AND
(Rehabilitation OR Intervention OR Training OR Retraining OR Enhancement) AND (Virtual AND Reality OR Augmented AND Reality OR Mixed AND Reality OR Serious AND Gaming OR Serious AND Game OR Gaming OR Gamification OR Computerized OR Computerised OR Computer AND Based OR Digital OR Simulation OR Stimulation OR Drill-based) AND (Cognition OR Cognitive OR Intellectual AND Function OR Memory OR Attention OR Executive AND Function OR Academic OR School AND Performance) AND (Brain AND Damage OR Acquired AND Brain AND Injury OR Head AND Injury) AND (LIMIT-TO (DOCTYPE , "ar")) AND (LIMIT-TO (LANGUAGE , "English")) AND LIMIT-TO (PUBYEAR , 2022))

Appendix 2 (online supporting information)

Overview of the acquisition/support of funding

Australian Postgraduate Award scholarship (Phillips et al., 2016), authors or project administrators (Corti et al., 2020), Children's Hospital Foundation (Carlson-Green et al., 2017), Financial Markets for Children (Piovesana, et al., 2017), Jessica and Wallace Hore Foundation (Piovesana et al., 2017), Love J S (Piovesana et al., 2017), Margaret Augusta Farrell (Piovesana et al., 2017), NHMRC Research Fellowship/ Postdoctoral Fellowship (Piovesana et al., 2017), Perpetual Foundation – The Aldred Charitable Endowment (Piovesana et al., 2017), Queensland Government Smart Futures Co-investment Fund (Piovesana et al., 2017), Special Research Fund grant (Verhelst et al., 2017), University of Sydney Thompson Fellowship (Phillips et al., 2016), Williams H P Trust Fund (Piovesana et al., 2017).