

## Supplementary Material

### **Music-enhanced Analgesia and Antiseizure Activities in Animal Models of Pain and Epilepsy: Towards Preclinical Studies Supporting Development of Digital Therapeutics and their Combinations with Pharmaceutical Drugs**

Cameron S Metcalf, Merodean Huntsman, Gerry Garcia, Adam K. Kochanski, Michael Chikinda, Eugene Watanabe, Tristan Underwood, Fabiola Vanegas, Misty D Smith, H Steve White, Grzegorz Bulaj

**Table S1.** Examples of digital interventions approved or cleared by the US Food and Drug Administration as “software as a medical device”, and intended to treat specific chronic medical conditions.

Name and type of product	Indication	Website of the company
BlueStar, mobile app	Diabetes type 2	<a href="https://www.welldoc.com/">https://www.welldoc.com/</a>
Music Glove, video game	Stroke, Traumatic brain injury	<a href="https://www.flintrehab.com/">https://www.flintrehab.com/</a>
Jintronix. video game	Stroke, Traumatic brain injury	<a href="http://www.jintronix.com/">http://www.jintronix.com/</a>
reSET, mobile app	Substance use disorder, non-opioid	<a href="https://peartherapeutics.com/">https://peartherapeutics.com/</a>
reSET-O, mobile app	Opioid use disorder	<a href="https://peartherapeutics.com/">https://peartherapeutics.com/</a>

Note: As of resubmission of this manuscript, digital therapeutic AKL-T01 for the treatment of ADHD (video game Evo developed by Akili Interactive) is under regulatory review from the FDA. Reference: <https://www.akiliinteractive.com/>