Supplementary file 1

Manuscript: The effect of Virtual Reality on evoked potentials following painful electrical stimuli and subjective pain

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Table 1. Personal characteristics

Subject characteristics (N=29)	
Gender[a] - Male - Female	 18 (62.1%) 11 (37.9%)
Age (years)[b]	36.3 (14.4)
Creativity questionnaire[b,c]	37.4 of 50 (3.8)
Previous VR experience[a] - Yes - No	 18 (62.1%) 11 (37.9%)
VR experience (hours)[b]	3.1 (9.5)
Level of immersion[b,d] - Passive VR - Active VR	 21.8 (3.8) of 30 25.2 (3.2) of 30
a: n(%), b: mean (sd) *c: maximum score 50 indicates high level of creativity, such as using visualisation often in daily life.* *d: maximum score of 30 : maximally immersed in the virtual world.*	

Figure 1. Flow diagram of subjects (Conditions: C=control, P=Passive Virtual Reality, A=Active Virtual Reality)

Figure 2. Correlations of age and Δ pain scores for active VR minus baseline (n.s.), passive VR minus baseline (r=-0.635, p<0.001) and active VR minus passive VR (n.s.).