Themes	Main codes	Explanation of main codes	
		Participant	Therapist
Experience with VirTele exergame system			
	Performance	Of the affected upper extremity • perceived change in arm functional performance / impact on activities of daily life compared to expectations Of the technology • expected benefits • compatibility with needs / expectations • obstacles or technical problems	• quality of interactions with technology • services rendered • compatibility with needs / expectations • obstacles or technical problems
	Effort	• apprehensions • expected ease of use/ actual effort required to use the technology • compatibility with needs / expectations	
	Facilitating conditions	• attitude towards the use of technology • resources put in place • ease with technology	
Empowerment of the participant			
	Participation in shared decision-making	• role during the consultation • experience with the guidance provided • goals fixed / patterns of achievement	• responsibilities and role during the intervention

Management of care	• management of the consultations and games sessions • resources put in place/ support • comparison with previous rehabilitation experience	• the logic behind the choice of games, the adjustment of the difficulty level, number of repetitions and any other parameters
Participant states and capacities	• perceived personal control over health and healthcare • perceived general health condition after the end of the program • perceived motivation and autonomy support	• transfer into activities of daily living • strategies used to support participant autonomy