

Appendices

Appendix I: Search strategy for MEDLINE

1. exp Virtual Reality/
2. User-computer interface/
3. Computer Simulation/
4. Computer-Assisted Instruction/
5. ((simulat* or virtual realit* or virtual reality simulat* or virtual reality environment* or VRE or three-dimension* or 3D or immersive virtual realit* or immersive VR or HMD* or head-mounted display* or virtual world* or avatar* or virtual patient* or VR room*).mp.
6. 1 or 2 or 3 or 4 or 5
7. exp Education, Medical, Undergraduate/
8. Educational technology/
9. Clinical competence/
10. Educational measurement/
11. Problem-Based Learning/
12. Simulation Training/
13. Education/
14. Teaching/
15. Learning/
16. Curriculum/
17. (educat* or learn* or train* or instruct* or teach*).mp.
18. 7 or 8 or 9 or 10 or 11 or 12 or 13 or 14 or 15 or 16 or 17
19. exp Students, Medical/
20. (medical student* or medical undergraduate* or pre-registrat*).mp.

21. 19 or 20
22. 6 and 18 and 21
23. limit 22 to yr="2010 -Current"
24. limit 23 to english language

Appendix II: Data extraction form

Category	Type of Data
1. Bibliographic information	a. Author b. Year of publication c. Country of study <ul style="list-style-type: none"> i) Region ii) WHO Income level d. Aims of study
2. Information relating to the inclusion criteria	a. Population <ul style="list-style-type: none"> i) Number of students ii) Year of study b. Setting
3. Information relating to the study	a. Type of VR <ul style="list-style-type: none"> i) 3D VR ii) VRE iii) VR with head-mounted display iv) VR simulators b. VR mode c. Equipment used <ul style="list-style-type: none"> i) Input device ii) Output device

	<ul style="list-style-type: none">d. Subject taughte. Revised subjectf. Duration of use of VRg. Frequency of use of VRh. Individual / group deliveryi. Extent of Immersionj. Extent of Interactivity
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