**Appendix 1**

**Acceptance of the Virtual Reality (VR) Experience among the Elderly: Questionnaire**

* **Perceived usefulness:**
  1. VR is useful to me for entertainment.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
  2. VR improves engagement and motivates my daily activities.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
  3. VR is an efficient tool to raise my mood.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
* **Perceived ease of use**
  1. It is easy for me to become skillful at using VR.
* Strongly disagree
* Disagree
* Neutral
* Agree
* Strongly agree
  1. Learning to operate VR was easy for me.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
  2. Overall I find it easy to use VR.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
* **Perceived enjoyment**
  1. I find VR very attractive to use.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
  2. I enjoy using VR.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
  3. I have fun when I use VR.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
* **Subjective norms**
  1. My family members think I should use VR.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly Agree
  2. People who are friends and acquaintances have influence on my intention to use VR.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
  3. People who take care of me encourage me to use VR.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
* **User experience**
  1. VR will give me new experiences.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
  2. VR was comfortable to use.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
  3. Overall, I had a positive experience when using VR.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
* **Intentions to use**
  1. In the future, I intend to use the device for mental relaxation.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree
  2. In the future, VR will help keep my mind sharp and alert.
     + Strongly disagree
     + Disagree
     + Neutral
     + Agree
     + Strongly agree