Supplementary file S1

Immersive virtual reality coronary revascularization heart team meeting

questionnaire

How often do you participate in coronary revascularization heart team meetings?

- 1. I never participate in coronary revascularization heart team meetings
- 2. I participate incidentally (less than once per month) in coronary revascularization heart team meetings
- 3. I participate sometimes (1-2 times / month) in coronary revascularization heart team meetings
- 4. I participate often (every week) in coronary revascularization heart team meetings

How many years of experience do you have in participating in coronary revascularization heart team meetings?

- 1. I have 0-1 years of experience in participating in coronary revascularization heart team meetings
- 2. I have 1-3 years of experience in participating in coronary revascularization heart team meetings.
- 3. I have 3-5 years of experience in participating in coronary revascularization heart team meetings.
- 4. I have >5 years of experience in participating in coronary revascularization heart team meetings.

How often do you use Virtual Reality hardware/software (e.g. virtual reality gaming, virtual reality simulations, virtual reality consoles, etc.)?

- 1. I have no experience (I never had VR experience until today)
- 2. I have basic experience (I have had some <u>incidental</u> VR experiences before, e.g. gaming, entertainment, etc.)
- 3. I am experienced (I use VR consoles and applications on a regular basis).
- 4. I am an expert (I have a VR console and applications myself).

Do you have any experience in immersive (virtual reality-based) remote meetings?

- 1. Yes
- 2. No

Ease of Use

1. The VR software (MeetinVR) and hardware (VR headset/controllers) are easy to use.

5 Strongly Agree	4 Agree	3 Neither Or N/A	2 Disagree	1 Strongly Disagree
				Disagree

2. Learning to operate on the hardware and software was easy.

5 Strongly Agree	4 Agree	3 Neither Or N/A	2 Disagree	1 Strongly Disagree
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3. Communicating (verbal and non-verbal) in this virtual reality environment is easy.

5	4	3	2	1
Strongly Agree	Agree	Neither Or N/A	Disagree	Strongly
				Disagree

4. Moving around in this virtual reality environment is easy.

5 Strongly Agree	4 Agree	3 Neither Or N/A	2 Disagree	1 Strongly Disagree
				Disagree

5. Pointing out specific objects (such as coronary lesions) is easy.



Usefulness and effectiveness

1. Immersive VR meeting helps me to review imaging modalities (such as coronary angiograms,

echocardiograms, X-ray, etc.) effectively.

5 Strongly Agree	4 Agree	3 Neither Or N/A	2 Disagree	1 Strongly Disagree
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 Immersive VR meeting helps me to provide clinical advice and recommendations in an effective way.

5	4	3	2	1
Strongly Agree	Agree	Neither Or N/A	Disagree	Strongly
				Disagree

3. Immersive VR meeting is a useful method for remote multidisciplinary coronary

revascularization heart team meeting.

5 Strongly Agree	4 Agree	3 Neither Or N/A	2 Disagree	1 Strongly Disagree
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 I would recommend immersive VR meeting to other colleagues for remote multidisciplinary meetings.

5 Strongly Agree	4 Agree	3 Neither Or N/A	2 Disagree	1 Strongly Disagree
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Immersiveness (virtual reality)

 A virtual reality based multidisciplinary coronary revascularization heart team meeting is reality-like.

5	4	3	2	1
Strongly Agree	Agree	Neither Or N/A	Disagree	Strongly Disagree

2. When using VR, I felt actively involved in the heart team discussion.

	5 Strongly Agree	4 Agree	3 Neither Or N/A	2 Disagree	1 Strongly Disagree
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3. When using VR, I did not feel any external (such as visual, auditory) distractions.

5 Strongly Agree	4 Agree	3 Neither Or N/A	2 Disagree	1 Strongly Disagree
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4. The audio (sounds) and video within the virtual environment were of high quality.

5	4	3	2	1
Strongly Agree	Agree	Neither Or N/A	Disagree	

		Strongly
		Disagree

5. The methods of interaction within the software feel intuitive.

5 Strongly Agree	4 Agree	3 Neither Or N/A	2 Disagree	1 Strongly Disagree
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Alternative meeting methods

1. Regarding <u>ease-of-use</u>, **virtual reality** conferencing is a..... way for organizing remote

heart team meetings when compared to tele/video conferencing.

5	4	3	2	1
Much	Somewhat	Similar	Somewhat	Much
Better	better		worse	Worse

 Regarding <u>usefulness and effectiveness</u>, virtual reality conferencing is a...... way for organizing remote multidisciplinary heart team meetings when compared to tele/video conferencing.

5	4	3	2	1
Much	Somewhat	Similar	Somewhat	Much
Better	better		worse	Worse

 Regarding <u>usefulness and effectiveness</u>, virtual reality conferencing is a...... way for organizing remote multidisciplinary heart team meetings when compared to physical meetings.

	5	4	3	2	1
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Μ	uch	Somewhat	Similar	Somewhat	Much
Ве	tter	better		worse	Worse

4. Regarding immersiveness (engagement in virtual environment), virtual reality conferencing

is a..... way for organizing remote multidisciplinary heart team meetings when compared to **tele/video** conferencing.

5	4	3	2	1
Much	Somewhat	Similar	Somewhat	Much
Better	better		worse	Worse

Attitude towards (future) use

1. VR meetings are a good method for future remote coronary revascularization heart team

meetings.

5	4	3	2	1
Strongly Agree	Agree	Neither Or N/A	Disagree	Strongly
				Disagree

2. I would like to work with this technology in the future.

5	4	3	2	1
Strongly Agree	Agree	Neither Or N/A	Disagree	Strongly
	0.44			Disagree

3. I enjoyed using VR for remote multidisciplinary meetings.

5 Strongly Agree	4 Agree	3 Neither Or N/A	2 Disagree	1 Strongly Disagree
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In the future, I prefer using virtual reality conferencing methods over <u>tele/video</u> conferencing methods.

5	4	3	2	1
Strongly Agree	Agree	Neither Or N/A	Disagree	Strongly
				Disagree

5. <u>In the future, I prefer using virtual reality conferencing</u> methods over **physical** conferencing

methods.

5 Strongly Agree	4 Agree	3 Neither Or N/A	2 Disagree	1 Strongly Disagree
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Please provide advantages and disadvantages of immersive VR technology for organizing multidisciplinary meetings (please rank in order of importance (start with the most important (dis)advantages)

<u>Advantages</u>:

1.

2.

3.

Disadvantages:

- 1.
- 2.
- 3.

Did you feel that there were missing features in this virtual reality

environment?

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Thank you for your participation