

Appendix A1

Table A1.1. Keywords used for the literature search.

| Domain | Search terms |
|----------------------|--|
| #1 Avatars | (avatar or “embodied conversational agent” or “computer-modeled entities” or “digital characters” or “digital interlocutors” or “computer-modeled characters” or “humanlike character” or “anthropomorphic character” or “cartoon character” or “relational agent” or “virtual human”) |
| #2 Narrative | (“digital narrative” or “digital health education” or “digital plot” or “health games” or “games for health” or exergames or “healthy games” or “active games” or “active videogame” or “active video game” or “serious games” or “health videogames” or “story immersion”) |
| #3 Virtual assistant | (“digital assistant” OR “virtual assistant” OR “digital caregiver” OR “virtual caregiver” OR “virtual nurse” OR “digital nurse”) |
| #4 | #1 OR #2 OR #3 |

Table A1.2. Articles retrieved from the literature search.

| Database | Keywords | # of articles retrieved |
|---------------------|-----------------|--------------------------------|
| Cochrane Library | #4 | Trials: 768 |
| CINAHL | #4 | 448 |
| EMBASE | #4 | 1633 |
| MEDLINE | #4 | 689 |
| PsycINFO | #4 | 1626 |
| PubMed | #4 | 11,563 |
| ACM Digital Library | #4 AND “health” | 67 |
| Others | | 1985 |
| Total | | 18,779 |