Supplementary 1

Applications	Target Deficit
Constant Therapy	Language and/or cognitive-communication.
Tactus Therapy Solutions Ltd. Language Therapy 4-in-1 Therapy Toolkit	Language deficits.
Tactus Therapy Solutions Ltd.Question Therapy 2-in-1: Asking and Answering Questions	Language and/or cognitive-communication deficits.
Tactus Therapy Solutions Ltd. Category Therapy	Language and/or cognitive-communication deficits.
Tactus Therapy Solutions Ltd. Conversation Therapy Gets People Talking	Language and/or cognitive-communication deficits.
Lingraphica SmallTalk Oral Motor Exercises	Motor speech deficits
Multimedia Speech Pathology Speech Sounds on Cue for iPad	Motor speech deficits
Jay Bacal apps (Mahopac, NY, USA) with the modules Search 4 It, Chain Of Thought, Morphos, Get + Together, BlanketyBlank, Just Saying, RhymieStymie and This Is To That	Language and cognitive-communication deficits.
Tony Ngo [©] OmNom Apps. Anagram Twist	Language and cognitive-communication deficits.
SUD Inc. Dr Driving	Perceptual retraining, eye hand coordination.
EA Chillingo. Parking Mania Free	Perceptual retraining.
Lumate, LLC. Memory Matches 2	Memory.
Nikita Ptashnik, Tangible Games. Awesome memory	Memory.
Mediocre AB. Smash Hit	Perceptual retraining and improve reaction time, eye hand coordination.
Halfbrick Studios. Fruit Ninja®	Perceptual retraining and reaction time, eye hand coordination.
Hipster Whale Pty Ltd. Crossy Road	Perceptual retraining, improve reaction time and eye hand coordination.
Bytewaves Inc. Slide Me Out	Cognition and problem solving.
Nexx Crunch Sdn. Bhd. Glow Puzzle	Cognition and problem solving.
Big Duck Games LLC. Flow Free	Cognition, problem solving, eye hand coordination.

King.com Limited. Candy Crush Saga	Perceptual retraining, cognition, reaction time and improving eye hand coordination.
Tactus Therapy Solutions Ltd. Visual Attention Therapy Lite - Cognitive Training	Perceptual retraining for neglect.
MyFirstApp Ltd. Series 1, Sort It Out 1, Sort It Out 2, My Mosaic 2	Cognition and Perceptual retraining.
Outfit7 Limited. Jigty Jigsaw Puzzle	Perceptual retraining.
MobilityWare. Solitaire	Cognition.
Mind The Frog, Inc. Sudoku	Cognition.
Big Clever Learning Limited. Letter Workbook	Cognition, perception and fine motor.
BinaryLabs, Inc. Dexteria Fine Motor	Fine motor, eye hand coordination.
Lawrence Ingraham, TantrumApps. Letter Quiz, Learn your ABCs	Cognition, perception, fine motor.

Appendix 1: RecoverNow Engagement Survey

RecoverNow Engagement Survey

Welcome to the RecoveNow Engagement Survey

Thank you for participating in our survey. Your feedback is important.

If you need help to answer this survey, we will help you.

This survey should take you approximately 5 to 15 minutes.

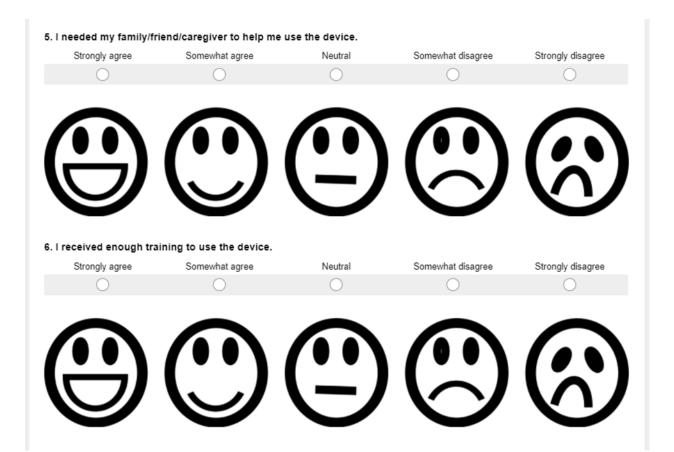
For the first section, you will be asked to rank agreement from 1 - 5, supported by visual scale: strongly agree, somewhat agree, neutral, somewhat disagree, strongly disagree.

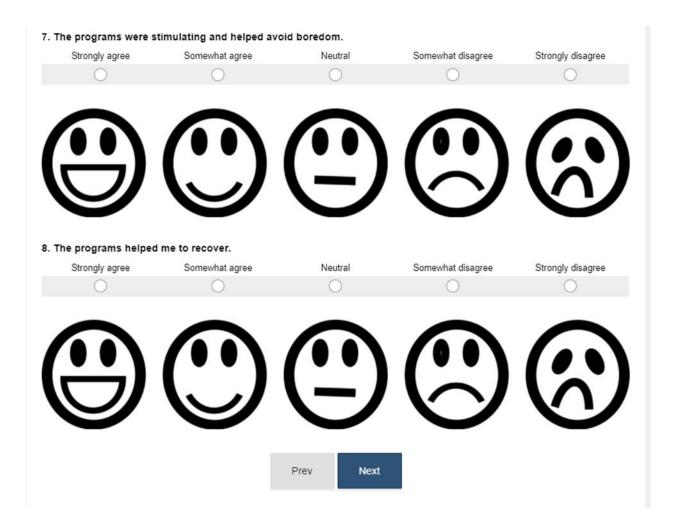
The second section will have open ended questions where you can write your comments.

*Likert Scale designed by Freepik.

RecoverNow Engagement Survey Recruitment/Timing 1. I was given the device at the right time (not too early, not too late). Strongly agree Somewhat agree Neutral Somewhat disagree Strongly disagree 2. I wish I had the device earlier in my hospital stay. Somewhat agree Neutral Somewhat disagree Strongly disagree Strongly agree Prev Next

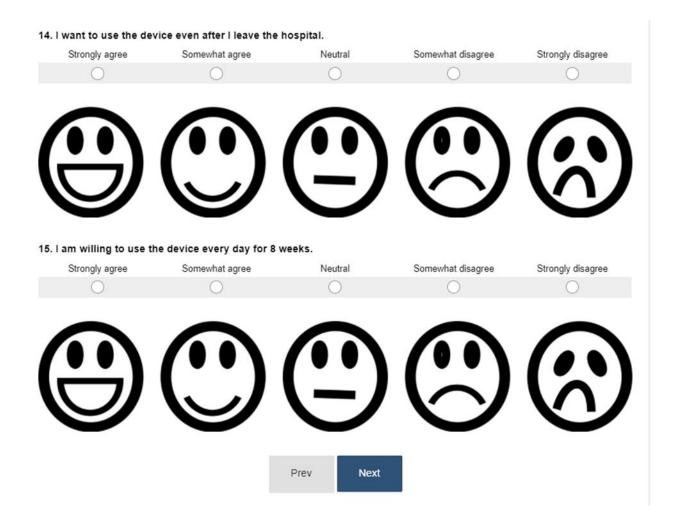
Pevice 3. The device case was easy to open. Strongly agree Somewhat agree Neutral Somewhat disagree Strongly disagree 4. The device was easy to turn on and log into. Strongly agree Somewhat agree Neutral Somewhat disagree Strongly disagree Strongly agree Somewhat agree Neutral Somewhat disagree Strongly disagree





RecoverNow Engagement Survey Outcome 9. I would like to work more on my speaking, writing, reading and understanding. Somewhat disagree Strongly agree Somewhat agree Neutral Strongly disagree 10. I would like to work more on my memory and concentration. Somewhat agree Neutral Somewhat disagree Strongly disagree Strongly agree 11. I would like to work more on using my arm and hand during activities. Somewhat disagree Somewhat agree Neutral Strongly disagree Strongly agree Prev Next

Length 12. Using the device 1 hour per day was enough. Strongly agree Somewhat agree Neutral Somewhat disagree Strongly disagree 13. I preferred to use the device more than 1 hour per day. Strongly agree Somewhat agree Neutral Somewhat disagree Strongly disagree Strongly agree Somewhat agree Neutral Somewhat disagree Strongly disagree



RecoverNow Engagement Survey
Open-ended questions
16. What I liked about the device was:
17. What I didn't like about the device was:
18. It would be nice if the device could:
19. Other:
Prev Done