# 1 Supplementary data

# 2 Table S1

# 3 Original German technical terms and their translations used in this publication

| German original             | English                    |
|-----------------------------|----------------------------|
| Computer                    | Computer                   |
| Telepräsenzsystem           | telepresence system        |
| Smartphone                  | smartphone                 |
| Tablet                      | tablet                     |
| Smartwatch                  | smartwatch                 |
| Fitness-Armband             | activity tracker           |
| Datenbrille                 | data glasses               |
| Digitalisierungstift        | digital pen                |
| Spielekonsolen              | gaming console             |
| Virtual Reality Technologie | virtual reality technology |

### 1 Table S2

# 2 Professional and personal use and procurement

|                  |                   | Can imagine buying |                     |              |          |              |         | No    |
|------------------|-------------------|--------------------|---------------------|--------------|----------|--------------|---------|-------|
|                  | Already using (%) |                    | Planning to buy (%) |              | (%)      |              | unknown | point |
|                  | personal          | professional       | personal            | professional | personal | professional | (%)     | (%)   |
| Computer         | 96                | 100                | 0                   | 0            | 0        | 0            | 0       | 0     |
| Telepresence     | 8                 | 7                  | 0                   | 1            | 2        | 10           | 30      | 14    |
| Smartphone       | 87                | 62                 | 2                   | 0            | 2        | 2            | 1       | 4     |
| Tablet           | 66                | 28                 | 2                   | 2            | 6        | 10           | 2       | 12    |
| Smartwatch       | 11                | 3                  | 1                   | 0            | 7        | 3            | 9       | 46    |
| Activity tracker | 20                | 1                  | 2                   | 0            | 7        | 2            | 4       | 47    |
| Data glasses     | 1                 | 1                  | 0                   | 0            | 2        | 3            | 20      | 51    |
| Digital pen      | 4                 | 2                  | 0                   | 0            | 3        | 12           | 28      | 31    |
| Gaming console   | 15                | 1                  | 0                   | 0            | 2        | 1            | 4       | 54    |
| Virtual reality  |                   |                    | _                   |              |          |              |         |       |
| technology       | 5                 | 1                  | 0                   | 0            | 6        | 4            | 28      | 35    |

<sup>3</sup> Values rounded to integer

#### Table S3 1

### 2 Experience of technical solutions for supporting patients

| Areas of the new care dependency definition in the    | Recommended     | Already used    |
|---|-----------------|-----------------|
| German Social Code Book XI                            | to patients (%) | by patients (%) |
| Mobility (mobilization bed)                           | 9               | 26              |
| Communication (videophone)                            | 8               | 9               |
| Safety (emergency call system)                        | 54              | 77              |
| Self-sufficiency (height-adjustable washbasin)        | 9               | 12              |
| Management of requirements relating to illness and/or |                 |                 |
| therapy (medication dispenser)                        | 10              | 15              |
| Organization of day-to-day life (smart calendar)      | 13              | 17              |
| Values rounded to integer                             |                 |                 |

3 Values rounded to integer