Additional file 3 – Descriptions and screenshots of virtual environments used in the SoREAL trial.

All identifiable persons depicted are paid actors.

#### Environment 1 – Supermarket

Scene 0. Loop – Standing by the register. The supermarket is empty. Link to YouTube

Scene 1. 1:00 – Loop of scene 0.

Standing in line. A man asks if you would use a ware separator.

Link to YouTube

Scene 2. 1:39 – Loop of scene 0.
Intimidating man cuts in line.
Person in line is upset. You have forgotten to weigh your vegetables. Link to YouTube

Scene 3. 1:57 – Loop of scene 0.
Your credit card is declined.
Person in line is increasingly impatient and upset. Link to
YouTube



Scene 4. 0:50 – Loop of scene 0. You win a prize for being customer number 1.000.000.

#### Link to YouTube

#### **Environment 2 – Presentation**

Scene 0. Loop – Standing in meeting room alone. Link to YouTube

Scene 1. 2:20 – Loop of scene 0.

Meeting preparations with

colleague. Link to YouTube

Scene 2. 3:29 – Loop of scene 0.

Contact person arrives. Short

conversation. <u>Link to YouTube</u>

Scene 3. 2:35 – Loop of scene 0.

Two important meeting
participants arrive. Link to

YouTube



Scene 4. 2:01 – Loop of scene 0.

The rest of the meeting
participants arrive. Introductions
to the group. Link to YouTube

Scene 5. 4:02 – Loop of scene 0.
Presentation has technical
difficulties. Partner leaves midpresentation. Link to YouTube

Scene 6. 2:07 – Loop of scene 0.
Scolding from the boss. Link to
YouTube

#### **Environment 3 – Cafeteria**

Scene 0. Loop – Sitting by table.

One person sits down nearby.

<u>Link to YouTube</u>

Scene 1. 3:04 – Loop of scene 0.

Someone small talks near you.

You are asked about parking.

Few people in the room. Link to

YouTube

Scene 2. 4:30 – Loop of scene 0.

More small talk. You are asked if there is room by the table. Link to YouTube

Scene 3. 5:15 – Loop of scene 0.

You are in the middle of a

discussion about art. Link to

YouTube

Scene 4. 5:11 – Loop of scene 0. You are in the middle of a



heated discussion about transgender issues. <u>Link to</u> YouTube

#### **Environment 4 – Party**

Scene 0. Loop – Arrived at door.
Party audible inside.

Scene 1. 1:19 – Loop of scene 0.

Guest arrives. Host opens door and greets guest. Link to

YouTube

Scene 2. Loop – In kitchen with many partygoers. You are offered a shot of an alcoholic beverage. Link to YouTube

Scene 3. 3:35 – Loop of scene 2.

Participate in drinking game in the kitchen. Link to YouTube

Scene 4. 3:37 – Loop of scene 2. In corner of room. Two guests



have an intimate conversation close by. <u>Link to YouTube</u>

Scene 5. 2:54 – Loop of scene 2.
On the dancefloor. A circle of dancing revelers forms around you. Link to YouTube

#### **Environment 5 – Auditorium**

Scene OA. Loop. Sitting at a lecture. Link to YouTube
Scene OB. Loop. Waiting for lecture to start. Few other people. Link to YouTube

Scene 1. 1:14 – Loop of scene

OA. Arrived before class start to
empty auditorium. <u>Link to</u>

<u>YouTube</u>

Scene 2. 0:49 – Loop of scene
0A. Arrived exactly at the right
time. Few people in the
auditorium. Link to YouTube



Scene 3. 1:02 – Loop of scene
OA. Arrived too late. Professor
notes it as you enter.
Link to YouTube
Scene 4. 1:18 – Loop of scene
OA. Arrived much too late.
Scolded in front of full
auditorium by professor.
Link to YouTube

#### **Environment 6 – Job interview**

A variety of relevant questions to be posed can be chosen by the patient such as "What are your weaknesses" etc., after the question a "listening loop" is played that allows the patient to talk while the two interviewers appear to listen.



## Environment 7 – Crossing a bridge

Scene 0A. Loop. Waiting in a highway rest area.

Scene OB. Loop. Waiting to get picked up in sub-urban area.

Scene 1. 1:38 – Loop of scene 2.

Driving in sub-urban area.

Picking up other passengers.

Scene 2. Loop. Driving, no conversation.

Scene 3. Loop. Crossing a bridge, no conversation.

Scene 4. 4:25 -- Loop of scene 2. Passenger gets carsick.

Scene 5. 5:27. Car breaks down while crossing bridge.



# Environment 8 - Small talking/discussing in a canteen in a work setting

Scene O. Loop. At the buffet.

Scene 1. 1:00 – Loop of Scene 0. Standing in line.

Scene 2. 3:00 – Loop of Scene 0. In the middle of the canteen.

Scene 3. Loop. Eating with colleagues. Small talk.

Scene 4. 2:00 – Loop of Scene 3.
Standing by table. Positive mood.

Scene 5. 5:40 – Loop of Scene 3
Eating with colleagues. Negative mood.



Scene 6. 2:00 – Loop of Scene 0.

Drops tray with food next to table.

### Environment 9 - Taking a commercial airplane

Scene 0. 7:26. Taking a plane, from boarding to landing.

It is possible to only play specific segments, e.g. "Turbulence" or "Boarding".



## Environment 10 - Being in a crowded shopping center

Scene 0. Loop. At entrance to mall.

Scene 1. Loop. Inside mall, not crowded.

Scene 2. Loop. Inside mall, crowded.

Scene 4. Loop. Standing in line to toilet. One is out of order.



Environment 11 - Taking an elevator

Scene 0. Loop. Waiting for elevator.

Scene 1. Loop. Taking the elevator alone.

Scene 2. 1:45 – Loop of Scene 1. Taking the elevator with other people.

Scene 3. 6:30 – Loop of Scene 1. Elevator malfunctions with other people.

Scene 4. 6:20 – Loop of Scene 1
Elevator malfunctions with other people. You have a panic attack.



Environment 12 - Waiting forand taking the bus

Scene 0. Loop. Waiting for bus.

Scene 1. 0:50 – Loop of Scene 2A. Bus arrives. Entering bus.

Scene 2A. Loop. In driving bus, sitting.

Scene 2B. Loop. In driving bus, standing.

Scene 3. 0:50 – Loop of Scene 2A. Baby driving in bus.

Scene 4. 2:00 – Loop of Scene 2A. Man speaks loudly on the phone next to you.



Scene 5. 3:30 – Loop of Scene

2A. Drunk man enters bus and addresses you.

Scene 6. 1:20 – Loop of Scene

2A. Elderly lady asks for your seat. You refuse.

Scene 7. 2:00 – Loop of Scene

2A. Baby cries, man speaks loudly on phone and drunk man addresses you.

Environment 13 - Leaving your apartment

Scene 0. Loop. In entrance of apartment.

Scene 1. Loop. On apartment staircase outside apartment.

Scene 2. Loop. Standing in the entrance to the apartment building.

Scene 3. Loop. Standing in the street outside apartment.



<sup>&</sup>quot;—Loop of 0/1/2" indicates that the scene automatically jumps to that loop after finishin