

Domain	Activity				
	Cluster workshop (n=1)	Cluster videoconferences (n=3)	TACTICS Virtual Reality Acute Stroke Training Module	Action planning	Ad hoc meetings
Theoretical Domains Framework (v2)					
Knowledge	x		x		x
Skills	x	x	x	x	x
Social/professional role and identity	x	x		x	
Beliefs about capabilities	x	x		x	
Optimism	x	x		x	x
Beliefs about consequences	x	x		x	
Reinforcement	x		x		
Intensions			x	x	
Goals	x	x		x	
Memory, attention and decision processes	x		x		
Environmental context and resources	x	x	x	x	
Social influences					
Emotion					
Behavioural regulation					
COM-B theory					
Education (capability)	x	x	x	x	
Persuasion (motivation)	x	x		x	x
Incentivisation (opportunity/motivation)					
Coercion (opportunity/motivation)					

Training (capability)			x		
Restriction (opportunity)					
Environmental restructuring (opportunity)	x				
Modelling (motivation/capability)	x	x		x	
Enablement (capability/opportunity)	x	x		x	x