Appendix 3. Baseline characteristics of children with previous exposure to virtual reality (intention-to-treat analysis)

	Standard care (n=6)	VR intervention (n=2)
Age (months)	48.5 [48–50]	49.5 [48–51]
Female sex	5 (83.3)	0 (0)
Primary language – English	6 (100)	2 (100)
Needle apprehension	2.5 [1–3]	2 [2–2]
Vision concerns	0 (0)	0 (0)
Behavioural concerns	0 (0)	0 (0)
Developmental concerns	0 (0)	0 (0)
Medical history[A]	1 (16.7)	0 (0)

Data are given as the median [interquartile range] or n (%).

Data were missing regarding needle apprehension for one child in the virtual reality (VR) group.

[A]Medical history not given for reasons of anonymity.

Appendix 4. Pain, distress and enjoyment scores in those with previous exposure to virtual reality (intention-to-treat analysis)

	Standard care (n=45)	VR intervention (n=40)	P-value
Child rating of pain/distress			
Faces Pain Scale – Revised	1 [0–10]	5 [0–10]	1.00
Poker chip tool	1 [0–1]	2 [0–2]	1.00
Observer ratings of pain/distress			
Parent rating of pain (VAS)	21.5 [15–53]	3.5 [0–7]	0.18
Parent rating of distress (VAS)	28.5 [2–87]	0 [0–0]	0.11
Practitioner rating of pain (VAS)	18.5 [10–47]	9 [7–11]	0.43
Practitioner rating of distress (VAS)	32.5 [3–70]	4 [0–8]	0.35
Enjoyment	1 [1–1]	3 [3–3]	0.07

Unless indicated otherwise, data are presented as the median [interquartile range]. P-values were calculated using the Wilcoxon rank-sum test.

VAS, visual analogue scale; VR, virtual reality.