Appendix SI. Search strategy for MEDLINE

1. Exercise Therapy/
2. exercise therapy.tw.
3. Physical Therapy Modalities/
4. physical therapy.tw.
5. physiotherapy.tw.
6. functional therapy.tw.
7. Occupational Therapy/
8. Neuropsychology/
9. dietician.tw.
10. dietitian.tw.
11. Dietetics/
12. Occupational Health Services/
13. multidisciplinary therapy.tw.
14. physical activity.tw.
15. Exercise/
16. Exercise Movement Techniques/
17. Motor Activity/
18. energy expenditure.tw.
19. "Delivery of Health Care"/
20. public health services.tw.
21. Nursing Diagnosis/
22. Nursing Informatics/
23. Community Health Nursing/
24. Nursing/
25. Public Health Nursing/
26. medical treatment$.tw.
27. Psychiatry/
28. Rehabilitation/
29. Health Promotion/
30. health course$ing.tw.
31. directive course$ing.tw.
32. coaching.tw.
33. health guidance.tw.
34. "Activities of Daily Living"/
35. adl.tw.
36. participation.tw.
37. cultural activities.tw.
38. Leisure Activities/
39. "Physical Education and Training"/
40. Primary Prevention/
41. Secondary Prevention/
42. Tertiary Prevention/
43. Sports/
44. active lifestyle.tw.
45. physical lifestyle.tw.
46. Physical Fitness/
47. Health Education/
48. Patient Education as Topic/
49. Behavior Therapy/
50. Cognitive Therapy/
51. or/1-50
52. mobile system$.tw.
53. Telemedicine/
54. ehealth.tw.
55. mobile health.tw.
56. mhealth.tw.
57. phealth.tw.
58. mobile multimedia.tw.
59. mobile communication$.tw.
60. mobile technologies.tw.
61. Cellular Phone/
62. cellular phone$.tw.
63. cell phone$.tw.
64. cellular telephone$.tw.
65. mobile phone$.tw.
66. mobile telephones.tw.
67. Mobile Health Units/
68. Computers, Handheld/
69. communication technologies.tw.
70. technology integration.tw.
71. web based communication$.tw.
72. web based organi?ation$.tw.
73. virtual community$.tw.
74. e-learning environment$.tw.
75. User-Computer Interface/
76. virtual learning environment$.tw.
77. acceleromets.tw.
78. mobile application$.tw.
79. web based interactive$.tw.
80. (mobile adj3 games$).tw.
81. mobile gaming.tw.
82. pervasive games$.tw.
83. Geographical Information Systems/
84. global positioning system$.tw.
85. tele rehabilitation.tw.
86. tele rehabilitation.tw.
87. "web 2.0 interventions".tw.
88. "web 2.0 applications".tw.
89. smart phone$.tw.
90. Remote Consultation/
91. sms.tw.
92. Text Messaging/
93. text messaging.tw.
94. digital learning.tw.
95. or/52-94
96. Randomized Controlled Trials as Topic/
97. Randomized Controlled Trial/
98. Random Allocation/
99. Double-Blind Method/
100. Single-Blind Method/
101. Clinical Trial/
102. clinical trial, phase i.pt.
103. clinical trial, phase ii.pt.
104. clinical trial, phase iii.pt.
105. clinical trial, phase iv.pt.
106. controlled clinical trial.pt.
107. randomized controlled clinical trial.pt.
108. multicenter study.pt.
109. clinical trial.pt.
110. exp Clinical Trials as Topic/
111. or/96-110
112. (clinical adj trials$).tw.
113. ((signi$ or doubl$ or treb$ or tripl$)
adj (blind$3 or mask$3)).tw.
114. Placebos/
115. placebo$.tw.
116. randomly allocated.tw.
117. (allocated adj2 random$).tw.
118. or/112-117
119. 111 or 118
120. case report.tw.
121. letter/
122. Historical Article/
123. or/120-122
124. 119 not 123
125. 51 and 95 and 124
126. limit 125 to (("adult (19 to 44 years)"
or "middle age (45 to 64 years)")
and (English or Finnish or German or Swedish)
and humans)
127. limit 126 to yr="2000 -Current"
128. interventions$.tw,kf.
129. 127 and 128