



Figure S1. One example of the interactive-video games “Step on Hamsters”. (A) A sensed pad was placed on the ground. (B) There were three levels of difficulty: Level 1 had two virtual holes, Level 2 had three virtual holes, and Level 3 had four virtual holes (Level 3 could be played with two participants and each watched two virtual holes). (C) The participant stepped on the sensed pad as fast as possible when virtual moles randomly appeared on the holes of the screen. (D) It showed the situation when played this interactive-video game. (E) It showed the final score that appeared on the screen after the game finished.