

Digital technology use in occupational therapy: A scoping review



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‘No financial disclosures’

Key findings: Digital Technologies in Occupational Therapy



Virtual Reality

Immersive experiences for skill development.



Virtual Shopping Environments

Practice shopping skills in a safe, simulated setting.



Driving Simulators

Train driving skills without real-world risks.



Smart Home Technologies

Control home devices for increased independence.



Electronic Aids for Daily Living

Assist with everyday tasks for greater autonomy.



mHealth Apps

Mobile applications for health management and support.



Digital Calendars

Organise schedules and appointments digitally.



Computers/Tablets

Tools for communication, learning, and task completion.



Robotics

Robots assisting with physical tasks and therapy.



Serious Games

Engaging games designed for therapeutic purposes.



Wearable Devices

Track health data and provide feedback.



AI-Supported Technologies

Artificial intelligence enhancing therapeutic interventions.

(Ahin et al., 2020; Andrews et al., 2023; Benham et al., 2022; Değerli & Değerli, 2025; Demirci et al., 2025; Mun, 2025; Park, 2022; Patomella et al., 2021; Sime et al., 2021)

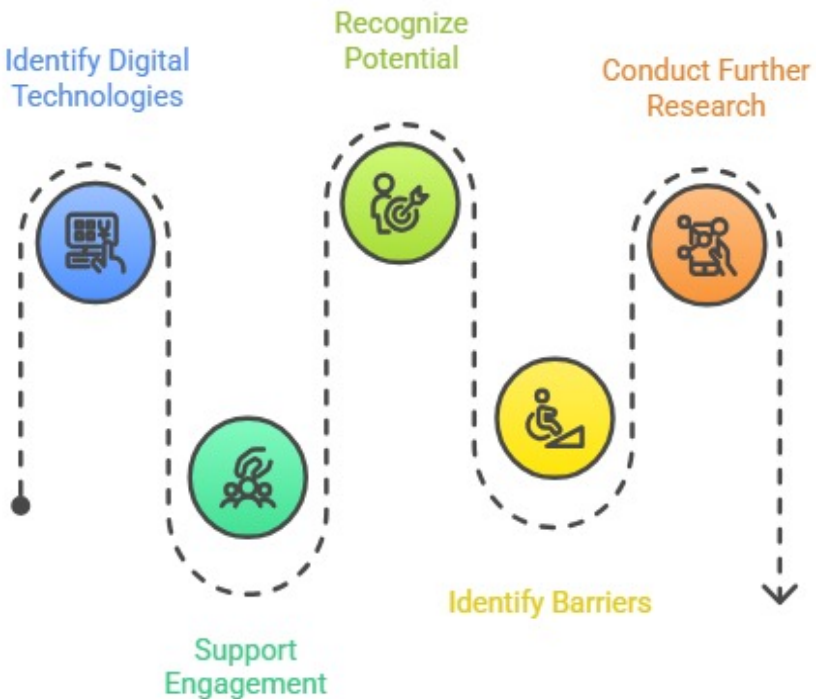
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Key findings: Digital Technologies in Occupational Therapy

Occupational Domains:

- Activities of daily living
- Instrumental activities of daily living
- Work
- Education
- Play
- Leisure
- Community participation



(Ahin et al., 2020; Andrews et al., 2023; Benham et al., 2022; Değerli & Değerli, 2025; Demirci et al., 2025; Mun, 2025; Park, 2022; Patomella et al., 2021; Sime et al., 2021)

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