**Medline:**

(((MH "Hospice and Palliative Care Nursing") OR (MH "Palliative Medicine") OR (MH "Palliative Care") OR (MH "Terminally Ill") OR (MH "Terminal Care") OR (“Hospice and Palliative Care Nursing”) OR (“Palliative Medicine”) OR (“Palliative Care”) OR (“Terminal Care”) OR (“Terminally Ill”) OR (“end-of-life care”) OR (“Hospice Care ”) OR (“Palliative”) OR (“end of life”) OR (“Hospice and Palliative Nursing") OR (“Hospice and Palliative Nurses Association”) OR (“Terminally Ill Patients") OR (“Hospice and Palliative Care Nursing”) OR (“PALLIATIVE treatment") OR (“PALLIATIVE treatment of cancer") OR (“HOSPICES (Terminal care facilities)")) AND ((MM "Video Games") OR (MM "Games, Recreational") OR (MM "Role Playing") OR (“Game\*”) OR ("Video Game\*") OR (“Virtual game\*”) OR ("Games Recreational") OR ("Boardgam\*”) OR (“Experimental Game\*”) OR (“Board gam\*”) OR (“Gamification\*”) OR (“serious game\*”) OR ("Gameboard\*") OR ("Simulation Game\*") OR ("Mobile game\*") OR ("Computer game\*") OR ("Internet game\*") OR ("Electronic game\*") OR ("Roleplaying") OR (“RPG”) OR ("Role playing") OR ("didactic\* tool\*") OR (“Exergam\*”)))

**Cinhal:**

(((MH "Palliative Care") OR (MH "Hospice and Palliative Nursing") OR (MH "Hospice and Palliative Nurses Association") OR (MH "Hospice Care") OR (MH "Terminal Care") OR (MH "Terminally Ill Patients") OR (“Hospice and Palliative Care Nursing”) OR (“Palliative Medicine”) OR (“Palliative Care”) OR (“Terminal Care”) OR (“Terminally Ill”) OR (“end-of-life care”) OR (“Hospice Care ”) OR (“Palliative”) OR (“end of life”) OR (“Hospice and Palliative Nursing") OR (“Hospice and Palliative Nurses Association”) OR (“Terminally Ill Patients") OR (“Hospice and Palliative Care Nursing”) OR (“PALLIATIVE treatment") OR (“PALLIATIVE treatment of cancer") OR (“HOSPICES (Terminal care facilities)")) AND ((MM "Video Games") OR (MM "Games") OR (MM "Role Playing") OR (“Game\*”) OR ("Video Games") OR (“Virtual game\*”) OR ("Games Recreational") OR ("Boardgam\*”) OR (“Experimental Game\*”) OR (“Board gam\*”) OR (“Gamification\*”) OR (“serious game\*”) OR ("Gameboard\*") OR ("Simulation Game\*") OR ("Mobile game\*") OR ("Computer game\*") OR ("Internet game\*") OR ("Electronic game\*") OR ("Roleplaying") OR (“RPG”) OR ("Role playing") OR ("didactic\* tool\*") OR (“Exergam\*”)))

**Psico**

(((DE "PALLIATIVE medicine) OR (DE "PALLIATIVE treatment") OR (DE "PALLIATIVE treatment of cancer") OR (DE "HOSPICE care") OR (DE "HOSPICES (Terminal care facilities)”) OR (DE "TERMINAL care") OR (“Hospice and Palliative Care Nursing”) OR (“Palliative Medicine”) OR (“Palliative Care”) OR (“Terminal Care”) OR (“Terminally Ill”) OR (“end-of-life care”) OR (“Hospice Care ”) OR (“Palliative”) OR (“end of life”) OR (“Hospice and Palliative Nursing") OR (“Hospice and Palliative Nurses Association”) OR (“Terminally Ill Patients") OR (“Hospice and Palliative Care Nursing”) OR (“PALLIATIVE treatment") OR (“PALLIATIVE treatment of cancer") OR (“HOSPICES (Terminal care facilities)")) AND ((DE "GAMES") OR (DE "GAMES & psychology") OR (DE "GAMES & technology") OR (DE"GAMES -- Social aspects") OR (DE "GAMES -- Therapeutic use") OR (DE "GAMEBOARDS") OR (DE "VIDEO games") OR (DE "BOARD gamers") OR (DE "BOARD games") OR (DE "ROLEPLAYING games") OR (DE "GAMIFICATION") OR(DE "SIMULATION games") OR (DE "ELECTRONIC artificial life games") OR

(DE "ELECTRONIC management games") OR (DE "MOBILE games") OR (DE "COMPUTER games") OR (DE "MOBILE games") OR (DE "INTERNET games") OR (“Game\*”) OR ("Video Games") OR (“Virtual game\*”) OR ("Games Recreational") OR ("Boardgam\*”) OR (“Experimental Game\*”) OR (“Board gam\*”) OR (“Gamification\*”) OR (“serious game\*”) OR ("Gameboard\*") OR ("Simulation Game\*") OR ("Mobile game\*") OR ("Computer game\*") OR ("Internet game\*") OR ("Electronic game\*") OR ("Roleplaying") OR (“RPG”) OR ("Role playing") OR ("didactic\* tool\*") OR (“Exergam\*”)))

**Scielo:**

(((“Hospice and Palliative Care Nursing”) OR (“Palliative Medicine”) OR (“Palliative Care”) OR (“Terminal Care”) OR (“Terminally Ill”) OR (“end-of-life care”) OR (“Hospice Care ”) OR (“Palliative”) OR (“end of life”) OR (“Hospice and Palliative Nursing") OR (“Hospice and Palliative Nurses Association”) OR (“Terminally Ill Patients") OR (“Hospice and Palliative Care Nursing”) OR (“PALLIATIVE treatment") OR (“PALLIATIVE treatment of cancer") OR (“HOSPICES (Terminal care facilities)")) AND TITLE-ABS-KEY ((“Game\*”) OR ("Video Games") OR (“Virtual game\*”) OR ("Games Recreational") OR ("Boardgam\*”) OR (“Experimental Game\*”) OR (“Board gam\*”) OR (“Gamification\*”) OR (“serious game\*”) OR ("Gameboard\*") OR ("Simulation Game\*") OR ("Mobile game\*") OR ("Computer game\*") OR ("Internet game\*") OR ("Electronic game\*") OR ("Roleplaying") OR (“RPG”) OR ("Role playing") OR ("didactic\* tool\*") OR (“Exergam\*”)))

**Scopus :**

 (((“Hospice and Palliative Care Nursing”) OR (“Palliative Medicine”) OR (“Palliative Care”) OR (“Terminal Care”) OR (“Terminally Ill”) OR (“end-of-life care”) OR (“Hospice Care ”) OR (“Palliative”) OR (“end of life”) OR (“Hospice and Palliative Nursing") OR (“Hospice and Palliative Nurses Association”) OR (“Terminally Ill Patients") OR (“Hospice and Palliative Care Nursing”) OR (“PALLIATIVE treatment") OR (“PALLIATIVE treatment of cancer") OR (“HOSPICES (Terminal care facilities)")) AND TITLE-ABS-KEY ((“Game\*”) OR ("Video Games") OR (“Virtual game\*”) OR ("Games Recreational") OR ("Boardgam\*”) OR (“Experimental Game\*”) OR (“Board gam\*”) OR (“Gamification\*”) OR (“serious game\*”) OR ("Gameboard\*") OR ("Simulation Game\*") OR ("Mobile game\*") OR ("Computer game\*") OR ("Internet game\*") OR ("Electronic game\*") OR ("Roleplaying") OR (“RPG”) OR ("Role playing") OR ("didactic\* tool\*") OR (“Exergam\*”)))