Aging is associated with critical changes in all organ systems such as sarcopenia, sensory impairments, and declining cognitive functions. Various psychologic, social, and hereditary variables confound these changes. In this regard, rehabilitation of older adults requires particular attention [1].

Technological improvements enable feedback adaption in geriatric rehabilitation. Technology-assisted rehabilitation modalities include but are not limited to virtual reality exergaming, serious gaming, wearable health technologies, and telerehabilitation. A network meta-analysis on the efficacy and acceptability of technology-assisted rehabilitation in adults ≥ 60 has revealed that exergaming with motion capture leads to significant therapeutic effects on balance and mobility [2]. Healthcare professionals employ digital health technologies to enhance the use of data, optimize workflows and overall efficiency, and confirm diagnoses in various clinical instances, including geriatric rehabilitation [3, 4].
The coronavirus disease 2019 (COVID-19) pandemic has prioritized a demand for digital health practices [3]. Digital health methods such as virtual visits, wearable monitors, and remote physiotherapy were used widely during that period [3,5].

Virtual consultations should include patient assessment and goal setting. Teleeducation, clarifications of disease-related points, setting management strategies, and counseling (e.g., lifestyle modifications, and self-management strategies) can all be arranged afterwards [5].

CONFLICTS OF INTEREST
The author declares no conflicts of interest regarding the publication of this article.

REFERENCES