Associations Between Exposures and Education Outcomes

Outcome	Specific Outcome	Exposure	Age Group	Lead Author, Date	<i>r</i> with 95% CI	I^2	K	N		
Learning	General	Screen-based intervention: Screen-based intervention: Screen-based intervention: Literacy (Abracadabra: in schools) TV programs and movies: General	Young childr	Tekedere, 2016	0.33 [0.25, 0.42]	68%	15	1,474		
	General			•	0.21 [0.15, 0.28]	86%	79	5,810		
	General			Major, 2021	0.09 [0.06, 0.12]	90%	15	52,377		0
	General			Adelantado-Renau, 2019	-0.10 [-0.15, -0.04]	98%	18	62,135		
	General	Video aames: General Video games: Educational (with instructional support) e-Books: Narration		Adelantado-Renau, 2019	-0.08 [-0.12, -0.04]	40%	10	4,276		
	General			Wouters, 2013	0.15 [0.05, 0.25]	66%	16	1,287		
	General			Takacs, 2014	0.11 [0.05, 0.17]	56%	50	2,288		
	Literacy and numerac	y 3creen use: Educational apps	Children	Kim, 2021	0.15 [0.10, 0.20]	72%	36	5,447		
	Literacy and numerac	y 3creen use: Educational apps		Kim, 2021	0.21 [0.13, 0.30]	76%	15	2,011		
		y Screen use: Educational apps		Kim, 2021	0.07 [0.03, 0.12]	36%	18	3,255		
	Motivation	Video games: Educational Video games: Educational (with competition) Screen use: General		Wouters, 2013	0.16 [0.02, 0.31]	84%	10	1,183		
	Motivation		Children	Arztmann, 2022	0.26 [0.17, 0.35]	82%	15	9,318		
	General			Adelantado-Renau, 2019	-0.11 [-0.24, 0.01]	98%	18	13,100		
	General	Screen use: Touchscreens	Young childr	en :, 2018	0.21 [0.15, 0.28]	86%	79	5,810		
Literacy	General	Screen use: Educational apps	Children	Kim, 2021	0.16 [0.06, 0.25]	58%	12	1,095		
	General	Screen use: General		Madigan, 2020	-0.14 [-0.20, -0.09]	90%	38	18,318	0	
	General	Screen use: General (coviewing)		Madigan, 2020	0.15 [0.02, 0.28]	96%	12	6,083		-
	General	TV programs and movies: Educational Screen-based intervention: Screen-based intervention: Reading (technology supported)		Madigan, 2020	0.13 [0.03, 0.23]	82%	13	1,955		
	Phonics		Children	Abrami, 2020	0.09 [0.01, 0.17]	82%	11	4,954		
	Reading		Children	Neitzel, 2022	0.04 [0.01, 0.06]	0%	27	5,736		0
			Young children renes, 2021		-0.02 [-0.08, 0.03]	0%	26	1,192		-
Numeracy	General	Screen use: Educational apps	Children	Kim, 2021	0.15 [0.08, 0.21]	76%	24	4,352		
	General	Screen-based intervention: Mathematics		Li, 2010	0.27 [0.21, 0.33]	98%	85	36,793		0
	General	Video games: Numeracy		Byun, 2018	0.32 [0.21, 0.43]	88%	25	2,008		-
	Mathematics	Video games: Educational		Tokac, 2019	0.06 [0.00, 0.12]	84%	39	6,557		

-0.4 -0.2 0.0 0.2 0.4 **r** with **95%** and **99.9%** Cls