## **Effect of Exposures on Health-related Outcomes**

Outcome Category	Outcome	Specific Outcome	Exposure	Lead Author, Date	<i>r</i> with 95% Cl	2 K	N	
Health Behaviour	Diet	Food intake	Advertising: Unhealthy food	Boyland, 2016	0.25 [ 0.12, 0.38] 38	3% 13	1,756	
		Food intake (calories)	Advertising: Advergames	Folkvord, 2018	0.18 [ 0.10, 0.25] 33	2% 15	3,842	
	Healthy behavior	General	Screen-based intervention: Health behaviours	Cushing, 2010	0.15 [ 0.10, 0.20] 33	2% 33	9,525	0
	Risky behavior	Substance abuse	Social Media: General	Vannucci, 2020	0.19 [ 0.14, 0.24] 36	6% 14	36,228	
	Sleep	Duration	TV programs and movies: Gen	eral tel, 2015	-0.06 [-0.10, -0.01] 8	3% 10	9,798	IIOI
Physical Health	Body composition	Body composition	Screen use: General	Fang, 2019	0.14 [ 0.11, 0.17] 36	6% 19	47,164	О
		Body composition	Video games: General	Poorolajal, 2020	0.07 [ 0.02, 0.11] 38	3% 11	151,910	0
		Body composition	TV programs and movies: Gen	eral orolajal, 2020	0.12 [ 0.10, 0.15] 38	3% 56	343,999	О
Psychology	Psychological health	Depression	Screen use: General	Liu, 2016	0.06 [ 0.04, 0.08] 32	2% 21	138,942	0
	Risky behavior	Sexual activity (initiation of	sex) een use: Sexy media	Ferguson, 2017	0.08 [ 0.04, 0.12] 34	1% 16	17,019	IIOIII
		Sexual activity	Screen use: Sexy media	Ferguson, 2017	0.08 [ 0.05, 0.11] 76	6% 25	18,127	0
		Risk taking (general)	Social Media: General	Vannucci, 2020	0.21 [ 0.16, 0.25] 38	3% 27	66,407	
		Risky sexual behaviour	Social Media: General	Vannucci, 2020	0.21 [ 0.14, 0.28] 36	6% 14	23,096	

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