

## PubMed Search Strategy

((infant[MeSH Terms] OR child[MeSH Terms] OR minors[MeSH Terms] OR school age population[MeSH Terms] OR pediatrics[MeSH Terms] OR adolescen\*[MeSH Terms]) **OR** (boy\*[Title/Abstract] OR child\*[Title/Abstract] OR girl\*[Title/Abstract] OR kindergarten[Title/Abstract] OR paediatric[Title/Abstract] OR pediatric[Title/Abstract] OR infan\* OR baby[Title/Abstract] OR babies[Title/Abstract] OR toddler\*[Title/Abstract] OR "young child\*" [Title/Abstract] OR "early childhood" [Title/Abstract] OR "early years" [Title/Abstract] OR pre-school\*[Title/Abstract] OR preschool\*[Title/Abstract] OR "pre school\*" [Title/Abstract] OR "school age\*" [Title/Abstract] OR school-age\*[Title/Abstract] OR youth\*[Title/Abstract] OR adolescen\*[Title/Abstract] OR "young pe\*" [Title/Abstract] OR teen\*[Title/Abstract] OR preadolescen\*[Title/Abstract])) **AND** ((television[MeSH Terms] OR computers[MeSH Terms] OR video games[MeSH Terms] OR sedentary lifestyle[MeSH Terms] OR smartphone[MeSH Terms] OR cell phones[MeSH Terms] OR computers, handheld[MeSH Terms]) **OR** (Television[Title/Abstract] OR TV[Title/Abstract] OR "Screen viewing" [Title/Abstract] OR "Screen time" [Title/Abstract] OR "Screen exposure" [Title/Abstract] OR Computer\*[Title/Abstract] OR "Video gam\*" [Title/Abstract] OR Sedentary[Title/Abstract] OR Inactivity[Title/Abstract] OR "E gam\*" [Title/Abstract] OR e-gam\*[Title/Abstract] OR Tablet\*[Title/Abstract] OR "Cell phone\*" [Title/Abstract] OR "Mobile Phone\*" [Title/Abstract] OR "Mobile us\*" [Title/Abstract] OR "Media time" [Title/Abstract] OR "Media us\*" [Title/Abstract] OR "handheld device\*" [Title/Abstract] OR "game device\*" [Title/Abstract] OR "gaming device\*" [Title/Abstract] OR "game console\*" [Title/Abstract] OR "gaming console\*" [Title/Abstract] OR "electronic media" [Title/Abstract] OR smartphone\*[Title/Abstract] OR "smart phone\*" [Title/Abstract])) **AND** ((Review[Title] OR meta-analysis[Title] OR meta-regression[Title] OR synthesis [Title] OR meta-synthesis[Title] OR "meta analysis" [Title] OR "meta regression" [Title] OR "meta synthesis" [Title])) **OR** (Review[Publication Type] OR Meta-Analysis[Publication Type]))

**Version 1**= Above

**Version 2** = delete terms following final "AND", limit results "Review" after search

## MEDLINE Search Strategy

(MH ("child" OR "minors" OR Infant OR "school age population" OR "pediatrics" OR "Adolescen\*") **OR** TI (boy\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR "pre school\*" OR "school age\*" OR school-age\* OR adolescen\* OR youth\* OR "young pe\*" OR teen\* OR preadolescen\*)) **OR** AB (boy\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR "pre school\*" OR "school age\*" OR school-age\* OR adolescen\* OR youth\* OR "young pe\*" OR teen\* OR preadolescen\*)) **AND** (MH ("television" OR "computers" OR "video games" OR "sedentary lifestyle" OR "smartphone" OR "cell phones" OR "computers, handheld") **OR** TI (Television OR TV OR "Screen viewing" OR Screen time OR Screen exposure OR Computer\* OR Video gam\* OR

Sedentary OR Inactivity OR "E gam\*" OR e-gam\* OR Tablet\* OR "Cell phone\*" OR "Mobile Phone\*" OR "Mobile us\*" OR "Media time" OR "Media us\*" OR "handheld device\*" OR "game device\*" OR "gaming device\*" OR "game console\*" OR "gaming console\*" OR "electronic media" OR smartphone\* OR "smart phone\*") **OR** AB (Television OR TV OR "Screen viewing" OR Screen time OR Screen exposure OR Computer\* OR Video gam\* OR Sedentary OR Inactivity OR "E gam\*" OR e-gam\* OR Tablet\* OR "Cell phone\*" OR "Mobile Phone\*" OR "Mobile us\*" OR "Media time" OR "Media us\*" OR "handheld device\*" OR "game device\*" OR "gaming device\*" OR "game console\*" OR "gaming console\*" OR "electronic media" OR smartphone\* OR "smart phone\*")) **AND** (TI (Review OR meta-analysis OR "meta analysis" OR meta-regression OR "meta regression" OR synthesis OR meta-synthesis OR "meta synthesis"))

**Version 1** = above

**Version 2** = delete terms following final "AND". Restrict results to review articles.

## CINAHL Search Strategy

((MH ("child" OR "Minors (Legal)" OR "pediatrics" OR "Infant")) **OR** TI ("boy\*" OR "child\*" OR "girl\*" OR "kindergarten" OR "paediatric" OR "pediatric" OR "infan\*" OR "baby" OR "babies" OR "toddler\*" OR "young child\*" OR "early childhood" OR "early years" OR "pre-school\*" OR "preschool\*" OR "pre school\*" OR "school age\*" OR "school-age\*" OR "adolescen\*" OR "youth\*" OR "young pe\*" OR teen\*" OR "preadolescen\*")) **OR** AB ("boy\*" OR "child\*" OR "girl\*" OR "kindergarten" OR "paediatric" OR "pediatric" OR "infan\*" OR "baby" OR "babies" OR "toddler\*" OR "young child\*" OR "early childhood" OR "early years" OR "pre-school\*" OR "preschool\*" OR "pre school\*" OR "school age\*" OR "school-age\*" OR "adolescen\*" OR "youth\*" OR "young pe\*" OR teen\*" OR "preadolescen\*")) **AND** (MH ("television" OR "computers" OR "video games" OR "lifestyle, sedentary" OR "smartphone" OR "cellular phone" OR "computers, hand-held") **OR** TI ("Television" OR "TV" OR "Screen viewing" OR "Screen time" OR "Screen exposure" OR "Computer\*" OR "Video gam\*" OR "Sedentary" OR "Inactivity" OR "E gam\*" OR "e-gam\*" OR "Tablet\*" OR "Cell phone\*" OR "Mobile Phone\*" OR "Mobile us\*" OR "Media time" OR "Media us\*" OR "handheld device\*" OR "game device\*" OR "gaming device\*" OR "game console\*" OR "gaming console\*" OR "electronic media" OR "smartphone\*" OR "smart phone\*")) **OR** AB ("Television" OR "TV" OR "Screen viewing" OR "Screen time" OR "Screen exposure" OR "Computer\*" OR "Video gam\*" OR "Sedentary" OR "Inactivity" OR "E gam\*" OR "e-gam\*" OR "Tablet\*" OR "Cell phone\*" OR "Mobile Phone\*" OR "Mobile us\*" OR "Media time" OR "Media us\*" OR "handheld device\*" OR "game device\*" OR "gaming device\*" OR "game console\*" OR "gaming console\*" OR "electronic media" OR "smartphone\*" OR "smart phone\*")) **AND** (TI ("Review" OR "meta-analysis" OR "meta analysis" OR "meta-regression" OR "meta regression" OR "synthesis" OR "meta-synthesis" OR "meta synthesis"))

## PsycINFO Search Strategy

((MA("pediatrics")) **OR** (TI (boy\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR

pre-school\* OR preschool\* OR pre school\* OR school age\* OR school-age\* OR adolescen\* OR youth\* OR young pe\* OR teen\* OR preadolescen\*)) **OR** (AB (boy\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR pre school\* OR school age\* OR school-age\* OR adolescen\* OR youth\* OR young pe\* OR teen\* OR preadolescen\*)) **OR** (KW (boy\* OR OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR pre school\* OR school age\* OR school-age\* OR adolescen\* OR youth\* OR young pe\* OR teen\* OR preadolescen\*)) **AND** ((MA("Television" OR "Television Viewing" OR "Screen Time" OR "Mobile Devices" OR "Sedentary behavior" OR "computers" OR "computer games" OR "cellular phones")) **OR** (TI(Television OR TV OR Screen viewing OR Screen time OR Screen exposure OR Computer\* OR Video gam\* OR Sedentary OR Inactivity OR E gam\* OR e-gam\* OR Tablet\* OR Cell phone\* OR Mobile Phone\* OR Mobile us\* OR Media time OR Media us\* OR handheld device\* OR game device\* OR gaming device\* OR game console\* OR gaming console\* OR electronic media OR smartphone\* OR smart phone\*)) **OR** (AB(Television OR TV OR Screen viewing OR Screen time OR Screen exposure OR Computer\* OR Video gam\* OR Sedentary OR Inactivity OR E gam\* OR e-gam\* OR Tablet\* OR Cell phone\* OR Mobile Phone\* OR Mobile us\* OR Media time OR Media us\* OR handheld device\* OR game device\* OR gaming device\* OR game console\* OR gaming console\* OR electronic media OR smartphone\* OR smart phone\*)) **OR** (KW(Television OR TV OR Screen viewing OR Screen time OR Screen exposure OR Computer\* OR Video gam\* OR Sedentary OR Inactivity OR E gam\* OR e-gam\* OR Tablet\* OR Cell phone\* OR Mobile Phone\* OR Mobile us\* OR Media time OR Media us\* OR handheld device\* OR game device\* OR gaming device\* OR game console\* OR gaming console\* OR electronic media OR smartphone\* OR smart phone\*)) **AND** (TI(Review OR systematic review OR meta-analysis OR meta-regression OR synthesis OR meta-synthesis OR "meta analysis" OR "meta regression" OR "meta synthesis"))

## SPORTDiscus search strategy

((SU ("infant" OR "children" OR "school children" OR "pediatrics" OR "youth" OR "teenagers\*)) **OR** (TI (boy\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR pre school\* OR school age\* OR school-age\* OR adolescen\* OR youth\* OR young pe\* OR teen\* OR preadolescen\*)) **OR** (AB (boy\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR pre school\* OR school age\* OR school-age\* OR adolescen\* OR youth\* OR young pe\* OR teen\* OR preadolescen\*)) **OR** (KW (boy\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR pre school\* OR school age\* OR school-age\* OR adolescen\* OR youth\* OR young pe\* OR teen\* OR preadolescen\*)) **AND** ((SU ("Video games" OR "SEDENTARY behavior in children" OR "SEDENTARY lifestyles" OR "COMPUTER games")) **OR** (TI (Television OR TV OR Screen viewing OR Screen time OR Screen exposure OR Computer\* OR Video gam\* OR Sedentary OR Inactivity OR E gam\* OR e-gam\* OR Tablet\* OR Cell phone\* OR Mobile Phone\* OR Mobile us\* OR Media time OR Media us\* OR handheld device\* OR game device\* OR gaming device\* OR

game console\* OR gaming console\* OR electronic media OR smartphone\* OR smart phone\*)) **OR** (AB (Television OR TV OR Screen viewing OR Screen time OR Screen exposure OR Computer\* OR Video gam\* OR Sedentary OR Inactivity OR E gam\* OR e-gam\* OR Tablet\* OR Cell phone\* OR Mobile Phone\* OR Mobile us\* OR Media time OR Media us\* OR handheld device\* OR game device\* OR gaming device\* OR game console\* OR gaming console\* OR electronic media OR smartphone\* OR smart phone\*)) **OR** (KW (Television OR TV OR Screen viewing OR Screen time OR Screen exposure OR Computer\* OR Video gam\* OR Sedentary OR Inactivity OR E gam\* OR e-gam\* OR Tablet\* OR Cell phone\* OR Mobile Phone\* OR Mobile us\* OR Media time OR Media us\* OR handheld device\* OR game device\* OR gaming device\* OR game console\* OR gaming console\* OR electronic media OR smartphone\* OR smart phone\*)) **AND** (TI(Review OR Systematic review OR meta-analysis OR meta-regression OR synthesis OR meta-synthesis OR meta analysis OR meta regression OR meta synthesis))

## Education Source Search Strategy

((SU (Children OR Youth OR adolescence)) **OR** (TI (boy\* OR child\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR "pre school\*" OR "school age\*" OR "school-age\*" OR adolescen\* OR youth\* OR "young pe\*" OR teen\* OR preadolescen\*)) **OR** (AB (boy\* OR child\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR "pre school\*" OR "school age\*" OR "school-age\*" OR adolescen\* OR youth\* OR "young pe\*" OR teen\* OR preadolescen\*)) **OR** (KW (boy\* OR child\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR "pre school\*" OR "school age\*" OR "school-age\*" OR adolescen\* OR youth\* OR "young pe\*" OR teen\* OR preadolescen\*)) **AND** ((SU (computers OR video games)) **OR** (TI (Television OR TV OR "Screen viewing" OR "Screen time" OR "Screen exposure" OR Computer\* OR "Video gam\*" OR Sedentary OR Inactivity OR "E gam\*" OR "e-gam\*" OR Tablet\* OR "Cell phone\*" OR "Mobile Phone\*" OR "Mobile us\*" OR "Media time" OR "Media us\*" OR "handheld device\*" OR "game device\*" OR "gaming device\*" OR "game console\*" OR "gaming console\*" OR "electronic media" OR smartphone\* OR "smart phone\*")) **OR** (AB (Television OR TV OR "Screen viewing" OR "Screen time" OR "Screen exposure" OR Computer\* OR "Video gam\*" OR Sedentary OR Inactivity OR "E gam\*" OR "e-gam\*" OR Tablet\* OR "Cell phone\*" OR "Mobile Phone\*" OR "Mobile us\*" OR "Media time" OR "Media us\*" OR "handheld device\*" OR "game device\*" OR "gaming device\*" OR "game console\*" OR "gaming console\*" OR "electronic media" OR smartphone\* OR "smart phone\*")) **OR** (KW (Television OR TV OR "Screen viewing" OR "Screen time" OR "Screen exposure" OR Computer\* OR "Video gam\*" OR Sedentary OR Inactivity OR "E gam\*" OR "e-gam\*" OR Tablet\* OR "Cell phone\*" OR "Mobile Phone\*" OR "Mobile us\*" OR "Media time" OR "Media us\*" OR "handheld device\*" OR "game device\*" OR "gaming device\*" OR "game console\*" OR "gaming console\*" OR "electronic media" OR smartphone\* OR "smart phone\*")) **AND** (TI(Review OR "meta-analysis" OR "meta analysis" OR "meta-regression" OR "meta regression" OR synthesis OR "meta-synthesis" OR "meta synthesis"))

**Version 1**= as above

**Version 2** = delete terms following final "AND", limit results "Review" after search

## Embase Search Strategy

(child or pediatrics or adolescent or "minor (person)").sh. **OR** (boy\* or girl\* or kindergarten or paediatric or pediatric or infan\* or baby or babies or toddler\* or young child\* or child or early childhood or early

years or pre-school\* or preschool\* or pre school\* or school age\* or school-age\* or adolescen\* or youth\* or young pe\* or teen\* or preadolescen\*).ti,ab,kw.

**AND**

(television or computer or video game or sedentary lifestyle or smartphone or mobile phone or television viewing).sh. **OR** (Television or TV or Screen viewing or Screen time or Screen exposure or Computer\* or Video gam\* or Sedentary or Inactivity or E gam\* or e-gam\* or Tablet\* or Cell phone\* or Mobile Phone\* or Mobile us\* or Media time or Media us\* or handheld device\* or game device\* or gaming device\* or game console\* or gaming console\* or electronic media or smartphone\* or smart phone\*).ti,ab,kw.

**AND**

(Review or meta?analysis or meta?regression or synthesis or meta?synthesis).ti. **OR** (review).pt.

**Note:** Run each block of searches separately and then combine with AND afterwards. A single, combined search generates an error message.

## Cochrane Search Strategy

((minor\* OR "school age population" OR boy\* OR child\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR "young child\*" OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR pre school\* OR school age\* OR school-age\* OR toddler\* OR adolescen\* OR youth\* OR young pe\* OR teen\* OR preadolescen\*):ti,ab,kw OR MESH(child OR minors OR school age population OR pediatrics OR adolescent)) **AND** ((television OR computers OR "video games" OR "sedentary lifestyle" OR smartphone OR "cell phones" OR TV OR "Screen viewing" OR "Screen time" OR "Screen exposure" OR Computer\* OR "Video gam\*" OR "Sedentary" OR Inactivity OR "E gam\*" OR e-gam\* OR Tablet\* OR "Cell phone\*" OR "Mobile Phone\*" OR "Mobile us\*" OR "Media time" OR "Media us\*" OR "handheld device\*" OR "game device\*" OR "gaming device\*" OR "game console\*" OR "gaming console\*" OR "electronic media" OR smartphone\* OR "smart phone\*"):ti,ab,kw **OR** MESH (television OR computers OR video games OR sedentary lifestyle OR smartphone OR cell phones OR computers, handheld)) **AND** ((Review OR "meta analysis" OR "meta regression" OR synthesis OR "meta synthesis"):ti)

**Version 1:** as above

**Version 2:** Delete terms after final 'AND' and restrict results to reviews using Cochrane's tagging of studies.

## Scopus Search Strategy

**Version 1:**

(TITLE-ABS-KEY(minor\* OR "school age population" OR boy\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR pre school\* OR school age\* OR "school-age\*" OR adolescen\* OR youth\* OR "young pe\*" OR teen\* OR preadolescen\*)) **AND** (TITLE-ABS-KEY(television OR computers OR "video games" OR "sedentary lifestyle" OR smartphone OR "cell phones" OR TV OR "Screen viewing" OR "Screen time" OR "Screen exposure" OR Computer\* OR "Video gam\*" OR "Sedentary" OR Inactivity OR "E gam\*" OR e-gam\* OR Tablet\* OR "Cell phone\*" OR "Mobile Phone\*" OR "Mobile us\*" OR "Media time" OR "Media us\*" OR "handheld device\*" OR "game device\*" OR "gaming device\*" OR "game console\*" OR "gaming console\*" OR "electronic media" OR smartphone\* OR "smart phone\*")) **AND** (TITLE(Review OR "meta analysis" OR "meta-analysis" OR "meta-regression" OR "meta regression" OR synthesis OR "meta synthesis" OR "meta-synthesis"))

### Version 2:

( TITLE-ABS-KEY ( minor\* OR "school age population" OR boy\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR "young child\*" OR child\* OR "early childhood" OR "early years" OR pre-school\* OR preschool\* OR pre AND school\* OR school AND age\* OR "school-age\*" OR adolescen\* OR youth\* OR "young pe\*" OR teen\* OR preadolescen\* ) ) **AND** ( TITLE-ABS-KEY ( television OR computers OR "video games" OR "sedentary lifestyle" OR smartphone OR "cell phones" OR tv OR "Screen viewing" OR "Screen time" OR "Screen exposure" OR computer\* OR "Video gam\*" OR "Sedentary" OR inactivity OR "E gam\*" OR e-gam\* OR tablet\* OR "Cell phone\*" OR "Mobile Phone\*" OR "Mobile us\*" OR "Media time" OR "Media us\*" OR "handheld device\*" OR "game device\*" OR "gaming device\*" OR "game console\*" OR "gaming console\*" OR "electronic media" OR smartphone\* OR "smart phone\*" ) ) **AND** ( LIMIT-TO ( DOCTYPE , "re" ) )

## Web of Science Search Strategy

(TS= ("boy\*" OR "girl\*" OR "kindergarten" OR "paediatric" OR "pediatric" OR "infan\*" OR "baby" OR "babies" OR "toddler\*" OR "young child\*" OR "child\*" OR "early childhood" OR "early years" OR "pre-school\*" OR "preschool\*" OR "pre school\*" OR "school age\*" OR "school-age\*" OR "adolescen\*" OR "youth\*" OR "young pe\*" OR "teen\*" OR "pre#adolescen\*")) **AND** (TS= ("Television" OR "TV" OR "Screen viewing" OR "Screen time" OR "Screen exposure" OR "Computer\*" OR "Video gam\*" OR "Sedentary" OR "Inactivity" OR "E gam\*" OR "e-gam\*" OR "Tablet\*" OR "Cell phone\*" OR "Mobile Phone\*" OR "Mobile us\*" OR "Media time" OR "Media us\*" OR "handheld device\*" OR "game device\*" OR "gaming device\*" OR "game console\*" OR "gaming console\*" OR "electronic media" OR "smartphone\*" OR "smart phone\*")) **AND** (TI= ("Review" OR "systematic review" OR "meta-analysis" OR "meta analysis" OR "meta-regression" OR "meta-regression" OR "synthesis" OR "meta-synthesis" OR "meta synthesis"))

# ProQuest Social Science Premium Collection

## Search Strategy

((su(Children OR babies OR boys OR girls OR preschool children OR teenagers OR adolescents OR pediatrics)) **OR** (ab(boy\* OR child\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR young child\* OR early childhood OR early years OR pre-school\* OR preschool\* OR school age\* OR school-age\* OR adolescen\* OR youth\* OR young pe\* OR teen\* OR pre-adolescen\*)) **OR** (ti(boy\* OR child\* OR girl\* OR kindergarten OR paediatric OR pediatric OR infan\* OR baby OR babies OR toddler\* OR young child\* OR early childhood OR early years OR pre-school\* OR preschool\* OR school age\* OR school-age\* OR adolescen\* OR youth\* OR young pe\* OR teen\* OR pre-adolescen\*))) **AND** ((SU(television OR computers OR video games OR mobile phone)) **OR** (ab(Television OR TV OR Screen viewing OR Screen time OR Screen exposure OR Computer\* OR Video gam\* OR Sedentary OR Inactivity OR E gam\* OR e-gam\* OR Tablet\* OR Cell phone\* OR Mobile Phone\* OR Mobile us\* OR Media time OR Media us\* OR handheld device\* OR game device\* OR gaming device\* OR game console\* OR gaming console\* OR electronic media OR smartphone\* OR smart phone\*)) **OR** (ti(Television OR TV OR Screen viewing OR Screen time OR Screen exposure OR Computer\* OR Video gam\* OR Sedentary OR Inactivity OR E gam\* OR e-gam\* OR Tablet\* OR Cell phone\* OR Mobile Phone\* OR Mobile us\* OR Media time OR Media us\* OR handheld device\* OR game device\* OR gaming device\* OR game console\* OR gaming console\* OR electronic media OR smartphone\* OR smart phone\*))) **AND** (TI(review OR meta-analysis OR meta-regression OR synthesis OR meta-synthesis OR meta analysis OR meta regression OR meta synthesis))

## ERIC Search Strategy

((SU(child) OR SU(youth) OR SU(minor) OR SU(adolescent) OR SU(school) OR SU(pediatrics)) **OR** (AB,TI(minor\*) OR AB,TI("school age population") OR AB,TI(boy\*) OR AB,TI(child\*) OR AB,TI(girl\*) OR AB,TI(kindergarten) OR AB,TI(paediatric) OR AB,TI(pediatric) OR AB,TI(infan\*) OR AB,TI(baby) OR AB,TI(babies) OR AB,TI(toddler\*) OR AB,TI("young child\*") OR AB,TI("early childhood") OR AB,TI("early years") OR AB,TI(pre-school\*) OR AB,TI(preschool\*) OR AB,TI("pre school\*") OR AB,TI("school age\*") OR AB,TI(school-age\*) OR AB,TI(adolescen\*) OR AB,TI(youth\*) OR AB,TI("young pe\*") OR AB,TI(teen\*) OR AB,TI(preadolescen\*))) **AND** ((SU(television) OR SU(computers) OR SU(video games) OR SU(sedentary lifestyle) OR SU(cell phone) OR SU(mobile phone)) **OR** (AB,TI(television) OR AB,TI(computers) OR AB,TI("video games") OR AB,TI("sedentary lifestyle") OR AB,TI(smartphone) OR AB,TI("cell phones") OR AB,TI(TV) OR AB,TI("Screen viewing") OR AB,TI("Screen time") OR AB,TI("Screen exposure") OR AB,TI(Computer\*) OR AB,TI("Video gam\*") OR AB,TI("Sedentary") OR AB,TI(Inactivity) OR AB,TI("E gam\*") OR AB,TI(e-gam\*) OR AB,TI(Tablet\*) OR AB,TI("Cell phone\*") OR AB,TI("Mobile Phone\*") OR AB,TI("Mobile us\*") OR AB,TI("Media time") OR AB,TI("Media us\*") OR AB,TI("handheld device\*") OR AB,TI("game device\*") OR AB,TI("gaming device\*") OR AB,TI("game console\*") OR AB,TI("gaming console\*") OR AB,TI("electronic media") OR AB,TI(smartphone\*) OR AB,TI("smart phone\*")))) **AND**

(TI(Review) OR TI("meta analysis") OR TI("meta regression") OR TI(synthesis) OR TI("meta synthesis") OR TI("meta-analysis") OR TI("meta-regression") OR TI("meta-synthesis"))