Outcome	Specific Outcome (risks & benefits)	Exposure	Lead Author, Date	r with 95% CI	I ²	K	N
Aggression	Towards peers	TV programs and movies: General	Mares, 2005	0.26 [0.20, 0.33]		15	747
Cognition	Cognitive functioning	Screen-based intervention: Cognitive training	Oldrati, 2020	0.25 [0.12, 0.37]	80%	24	1547
	Executive functioning	Screen-based intervention: Cognitive training	Scionti, 2019	0.14 [0.06, 0.21]		59	773
	Executive Functioning	Screen-based intervention: Cognitive training	Oldrati, 2020	0.10 [-0.11, 0.30]	65%	7	352
	Executive Functioning (accuracy)	Screen-based intervention: Education (via computer)	Takacs, 2019	0.21 [0.12, 0.28]	57%	28	1563
	Executive Functioning (inhibition)	Screen-based intervention: Education (via computer)	Takacs, 2019	0.09 [0.02, 0.16]		15	894
	Executive Functioning (working memor	ry) :reen-based intervention: Education (via computer)	Takacs, 2019	0.23 [0.14, 0.32]		21	1220
	Executive Functioning (cognitive flexibility)	Screen-based intervention: Education (via computer)	Takacs, 2019	0.12 [0.04, 0.22]		12	617
	Moral reasoning and perception of out–groups	Screen-based intervention: Sesame Street	Mares, 2013	0.09 [0.06, 0.13]		17	5837
	Reducing stereotypes	TV programs and movies: General	Mares, 2005	0.22 [0.18, 0.26]		37	1814
	Verbal skills	Screen-based intervention: Cognitive training	Oldrati, 2020	0.16 [-0.02, 0.33]	63%	8	398
	Visuospatial skills	Screen-based intervention: Cognitive training	Oldrati, 2020	0.21 [0.09, 0.33]	56%	9	469
Healthy behavior	Self-efficacy	Video games: Health promoting content	Zhou, 2019	0.13 [0.04, 0.22]		5	438
	Self-efficacy	Video games: Physically active	Andrade, 2019	0.13 [-0.02, 0.28]	0%	3	165
Prosocial Behavior	Altruism	TV programs and movies: General	Mares, 2005	0.44 [0.40, 0.48]		20	856
Psychological health	Adjustment	Screen-based intervention: Cognitive training	Oldrati, 2020	0.21 [0.04, 0.35]	49%	8	429
	Anxiety	Social Media: Instant messaging	Liu, 2019	-0.21 [-0.27, -0.15]	0%	3	984 —
	Depression	Screen use: General	Liu, 2016	0.04 [0.01, 0.07]	82%	21	127714
	Depression	Social Media: Instant messaging	Liu, 2019	0.00 [-0.22, 0.22]	93%	2	804
	Depression	Video games: General	Liu, 2019	0.05 [-0.01, 0.12]	0%	2	869
	Depression	Video games: Physically active	Andrade, 2019	0.10 [-0.10, 0.30]	0%	2	91
	Enjoyment	Video games: Health promoting content	Zhou, 2019	0.20 [0.09, 0.30]		4	440
	Enjoyment	Video games: Physically active	Andrade, 2019	0.36 [0.03, 0.59]	0%	2	39
	Internalizing	TV programs and movies: Scary content	Pearce, 2016	0.18 [0.14, 0.22]	68%	31	12454
Risky behavior	Media literacy	Screen-based intervention: Media literacy (web-based)	Vahedi, 2018	0.22 [0.14, 0.30]		3	138
	Risk taking (attitude)	Screen-based intervention: Media literacy (web-based)	Vahedi, 2018	-0.03 [-0.20, 0.13]		3	138
	Risk taking (general)	Social Media: General	Vannucci, 2020	0.21 [0.16, 0.25]	97%	27	67407
	Safe sex	Social Media: General	Vannucci, 2020	0.21 [0.15, 0.28]	95%	14	23096
	Sexual activity	Screen use: Sexy media	Ferguson, 2017	0.08 [0.05, 0.11]	77%	25	17402
	Sexual activity (initiation of sex)	Screen use: Sexy media	Ferguson, 2017	0.08 [0.04, 0.12]	83%	16	17019
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Self-perceptions	General	Video games: Physically active	Andrade, 2019	0.21 [0.03, 0.37]	0%	3	120
	Self-esteem	Video games: Physically active	Andrade, 2019	-0.18 [-0.31, -0.04]	5%	4	213
Social interactions	General	TV programs and movies: General	Mares, 2005	0.22 [0.21, 0.29]		36	2056
							-0.4 -0.2 0.0 0.2 0.4
						Effe	ect on Psychology Outcomes (r with 95%C