Outcome	Specific Outcome	Exposure	Lead Author, Date	r with 95% CI	1 ² K N	Credible	
Learning	Academic performance	Screen use: General	Adelantado—Renau, 2019	-0.22 [-0.31, -0.13]	97% 18 13100	Meets Criteria	
	Academic performance	TV programs and movies: General	Adelantado–Renau, 2019	-0.12 [-0.16, -0.07]	96% 18 62135	Meets Criteria	
	Academic performance	Video games: General	Adelantado–Renau, 2019	-0.09 [-0.12, -0.06]	2% 10 4276	Meets Criteria	-
	General	E-Books: Narration	Takacs, 2014	0.19 [0.14, 0.23]	20% 50 2288	Meets Criteria	
	General	Screen-based intervention: Education (via touch screen)	Xie, 2018	0.29 [0.24, 0.34]	72% 79 5810	Meets Criteria	
	General	Screen-based intervention: Augmented reality (in schools)	Tekedere, 2016	0.33 [0.25, 0.42]	69% 15 1474	Meets Criteria	
	General	TV programs and movies: General	Williams, 1982	-0.09 [-0.13, -0.04]	96% 23 86507	Meets Criteria	
Literacy	General	Screen use: General	Madigan, 2020	-0.14 [-0.20, -0.09]	91% 38 18318	Meets Criteria	
	General	Screen use: General (coviewing)	Madigan, 2020	0.15 [0.02, 0.28]	96% 12 6083	Meets Criteria	
	General	TV programs and movies: Educational	Madigan, 2020	0.13 [0.03, 0.23]	81% 13 1955	Meets Criteria	
Numeracy	General	Screen-based intervention: Mathematics	Li, 2010	0.30 [0.24, 0.35]	97% 85 36793	Meets Criteria	
	General	Video games: Numeracy	Byun, 2018	0.32 [0.21, 0.43]	88% 25 2008	Meets Criteria	
						Effect on Educa	0.4 -0.2 0.0 0.2 0.4 tion Outcomes (r with 95% & 99.9% CI