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Supplementary File 2 - Review characteristics

Description: Table of included meta-analyses and their characteristics.

| Review characteristics for studies providing unique effects | | | | | | | |
|---|------|---|---|-------------------------------------|--|---|--|
| Review Characteristics | | | | | | | |
| Review characteristics for meta-analyses providing unique effects | | | | | | | |
| First Author | Year | Design Restrictions | Sample Restrictions | Year Range Earliest to Latest | Sample Age Restrictions (Age Range) ¹ | Outcomes Assessed | Exposures Assessed |
| Abrami | 2020 | Include: Experimental designs | None specified | 2009–2019 | School-age Children (Early Primary, Elementary) | • Literacy: Reading comprehension • Literacy: Phonics • Literacy: Phonemic awareness • Literacy: Reading comprehension • Literacy: Vocabulary knowledge | • Intervention: Literacy (Abracadabra) |
| Adelantado-Renau | 2019 | Include: Cross-sectional studies | None specified | 1992–2019 | Children; Adolescents (5.7–18.0) | • Learning: General • Literacy: General • Numeracy: General | • Screen use: General • TV programs and movies: General • Video games: General |
| Andrade | 2019 | Include: Interventions | Include: Overweight and obese | 2010–2017 | Children; Adolescents | • Healthy behavior: Self-efficacy • Psychological health: Depression • Psychological health: Environment • Self-perception: General self-perceptions • Self-perception: Self-esteem | • Video games: Physically active |
| Arztmann | 2022 | None specified | None specified | 2008–2020 | School-age Children (Primary, Middle School) | • Learning: Behavior • Learning: Motivation | • Video games: Educational (with competition) |
| Aspiranti | 2020 | Include: Interventions | Include: Autism | 2013–2015 | School-age Children (Primary, Elementary) | • Learning: General | • Intervention: Education (touch screen) |
| Bartel | 2015 | None | Exclude: Atypical population (except for delayed sleep phase disorder or insomnia) | 2004–2014 | Adolescents (12.2–17.7) | • Sleep: Bedtime • Sleep: Duration • Sleep: Time to fall asleep | • Computer use: General • Screen use: General (mobile phone) • TV programs and movies: General • Video games: General |
| Beck Silva | 2022 | Include: Randomised controlled trials and quasi-RCTs | Exclude: Any disease Mental disorders | 1999–2019 | Adolescents | • Diet: Fat consumption | • Intervention: Nutrition (in schools) |
| Benavides-Vélez | 2020 | Include: Randomised controlled trials | Include: Math difficulties | 2006–2018 | Children | • Numeracy: Mathematics | • Intervention: Mathematics |
| Blok | 2002 | None | Include: Regular students, poor readers or dyslexics Exclude: Severe or multiple disabilities | 1990–2000 | All (5.4–11.5) | • Literacy: Reading fluency • Body composition • Cardiometabolic health: Fitness | • Intervention: Literacy |
| Bossen | 2020 | Include: Randomised controlled trials | Include: Chronic disease | 2011–2018 | Children (10.0–15.7) | • Physical activity: General • Physical health: Muscular fitness | • Video games: Health promoting content |
| Boyland | 2016 | Include: Experimental | None specified | 2004–2015 | Children; Adolescents (6.0–14.0) | • Diet: Food intake | • Advertising: Unhealthy food |
| Byun | 2018 | Include: All quantitative designs | None specified | 2006–2014 | School-age Children | • Numeracy: General • Cognition: Executive functioning • Cognition: Executive functioning (cognitive flexibility) • Cognition: Executive functioning (inhibition) • Cognition: Executive functioning (working memory) • Body composition • Diet: Fat intake • Diet: Fruit and vegetable intake • Diet: Fruit intake • Diet: Sugary drinks and snacks | • Video games: Numeracy • Computer use: Executive functioning training |
| Cao | 2020 | Include: designs with control groups | Exclude: Brain damage | 2002–2019 | Children (3.4–14.3) | • Diet: Fruit intake • Diet: Sugary drinks and snacks | • Intervention: Dynamic geometry software |
| Champion | 2019 | Include: Randomised controlled trials | None specified | 2003–2017 | School-age Children (11.2–15.9) | • Physical activity: Moderate-to-vigorous intensity • Risky behavior: alcohol consumption • Risky behavior: Smoking • Screen time: General | • Screen use: General (mobile phone) • Intervention: Lifestyle risk behaviour (at school) |
| Chan | 2014 | Include: Experimental; Quasi-experimental | None specified | 2002–2012 | School-age Children | • Numeracy: General | • Screen use: General (in schools) |
| Chauhan | 2017 | Include: pre-post designs with or without control group | None specified | 2001–2016 | School-age Children (Primary, Elementary) | • Learning: General | • Video games: Educational (with competition) |
| Chen | 2020 | Include: Experimental designs | None specified | 2008–2019 | All | • Learning: General | • Intervention: Reading (in schools) |
| Cheung | 2012 | Include: Randomised controlled trials | None specified | 1982–2010 | School-age Children | • Literacy: Reading | • Intervention: Mathematics (in schools) |
| Cheung | 2013 | Include: Experimental; Quasi-experimental | None specified | 1980–2010 | School-age Children | • Numeracy: General | • Screen use: General (mobile phone learning) |
| Cho | 2018 | Include: experimental designs with control group | None specified | 2008–2013 | All | • Learning: Second language • Psychological health: ADHD • Psychological health: ADHD Symptoms (inattention) • Physical activity: General • Physical activity: Moderate-to-vigorous intensity • Risky behavior: alcohol consumption • Risky behavior: Smoking • Screen time: General | • Intervention: To promote health (via mobile phone) |
| Claussen | 2022 | Include: Longitudinal; Retrospective | None specified | 2004–2018 | All | • Literacy: Reading performance | • Screen use: Reading (vs paper) |
| Clinton | 2019 | Include: randomised experimental designs | Exclude: Disabilities | 2011–2016 | All | • Body composition: BMI • Body composition: BMI z-score • Diet: Food intake (calories) | • Screen use: General (meeting guidelines) |
| Comeras-Chueca | 2021 | include: randomized and non-randomized controlled trials (control group with no intervention or traditional exercise intervention) | Exclude: Disabilities, diseases or obesity | 2008–2019 | All (4.5–11.6) | • Body composition: BMI • Body composition: BMI z-score • Diet: Food intake (calories) | • Video games: Physically active |
| Comeras-Chueca | 2021 | Include: randomised and non-randomized controlled trials with control group with no intervention or traditional exercise intervention | Include: Overweight and obese Exclude: Disabilities, diseases or disorders other than obesity | 2010–2020 | All (8.0–14.0) | • Body composition: BMI • Body composition: BMI z-score • Diet: Food intake (calories) • Diet: Fruit and vegetable intake • Diet: Sugary drinks and snacks • Physical activity: General • Physical activity: Moderate-to-vigorous intensity • Risky behavior: alcohol consumption • Risky behavior: Smoking • Screen time: General | • Video games: Physically active |
| Coyne | 2018 | None | None specified | 1975–2017 | Children; Adolescents | • Psychosocial Behavior: General | • Screen use: Psychosocial content |
| Cunningham | 2021 | Include: Quantitative designs | None specified | 2014–2018 | All (11.2–16.8) | • Psychological health: Depression | • Social Media: General (duration) |
| Cushing | 2010 | Include: All quantitative designs; Experimental | None specified | 1989–2009 | Children; Adolescents | • Healthy behavior: General | • Intervention: Health behaviours |
| Darling | 2017 | Include: Intervention | None specified | 2006–2016 | Children; Adolescents (8.7–16.0) | • Psychological health: Externalizing • Psychological health: Internalizing • Physical activity: General | • Screen use: General (mobile phone) |
| Eirich | 2022 | Include: experimental or observational | Exclude: Atypically developing | 1978–2021 | Children (0.5–11.0) | • Risky behavior: Sexual activity (initiation) | • Screen use: General |
| Feng | 2021 | Include: Quantitative designs | Include: Healthy children | 2017–2019 | Early childhood; Pre-school | • Body composition: BMI z-score | • Screen use: General (meeting guidelines) |
| Ferguson | 2017 | None | None specified | 2005–2017 | Children; Adolescents | • Risky behavior: sexual activity • Risky behavior: sexual activity (initiation) | • Screen use: Sexual content |
| Ferguson | 2020 | Include: Experimental, correlational, or longitudinal | None specified | 2009–2013 | All (7.8–17.5) | • Aggression: General | • Video games: Violent content |
| Folkvord | 2018 | Include: Interventions | None specified | 2007–2018 | Children; Adolescents | • Diet: Food intake (calories) | • Advertising: Advergames |
| Furennes | 2021 | Include: experimental or quasi-experimental | Exclude: Cochlear implants or autism | 2002–2019 | Early childhood; Pre-school; School-age Children (Early Primary, Elementary) | • Literacy: Reading comprehension • Literacy: Vocabulary learning | • eBooks: General |
| Gardella | 2017 | Include: Cross-sectional | None specified | 2006–2014 | Adolescents (12.5–16.2) | • Learning: Educational achievement problems • Learning: School attendance problems | • Internet use: Cyberbullying victimization |
| Garzón | 2019 | Include: Experimental with control group | None specified | NA | All | • Learning: General | • Intervention: Augmented reality |
| Graham | 2015 | Include: Experimental; Quasi-experimental | None specified | 2004–2011 | School-age Children (Primary, Elementary, Middle School) | • Literacy: Writing | • Intervention: Writing feedback |
| Hammersley | 2016 | Include: Randomised controlled trials | Exclude: Those with special needs, require a special diet, or have a condition that would limit physical activity | 2003–2013 | Children; Adolescents | • Body composition | • Intervention: To promote healthy weight (obesity prevention) |
| Hao | 2021 | Include: Experimental with control group | Exclude: Disabilities | 2012–2018 | School-age Children | • Learning: Second language • Physical activity: General • Physical activity: Moderate-to-vigorous intensity • Risky behavior: alcohol consumption • Risky behavior: Smoking • Screen time: General | • Screen use: English as foreign language |
| Hassan-Saleh | 2019 | Include: Experimental; Quasi-experimental | None specified | 2008–2016 | Children; Adolescents | • Physical activity: General | • Intervention: Pronunciation |
| He | 2021 | Include: Randomised controlled trials | None specified | 2009–2018 | Children; Adolescents (6.9–16.6) | • Physical activity: General | • Intervention: To promote physical activity (via mobile phone) |
| Hernandez-Jimenez | 2019 | Include: Experimental; Quasi-experimental | None specified | 2009–2017 | Children; Adolescents | • Body composition | • Video games: Physically active |
| Hurwitz | 2018 | None | None specified | 1997–2018 | Early childhood; Pre-school; School-age Children (Early Primary, Elementary) | • Literacy: General | • Intervention: Literacy videos |
| Ivie | 2020 | Include: Correlational studies | None specified | 2012–2019 | Adolescents (14.0–18.0) | • Psychological health: Depression | • Social Media: General |
| Janssen | 2020 | Include: Experimental; Cross-sectional; Longitudinal | Include: Healthy children | 2007–2019 | Children | • Sleep: Duration | • Screen use: General |
| Kates | 2018 | None | None specified | 2008–2016 | School-age Children | • Learning: General | • Screen use: General (mobile phone) |
| Kim | 2021 | Include: experimental or quasi-experimental | None specified | 2010–2018 | School-age Children (Early Primary, Elementary) | • Learning: Literacy and numeracy • Literacy: Reading comprehension • Literacy: Vocabulary learning | • Screen use: Educational apps |
| Kroesbergen | 2003 | Include: Within subject design; between subject design | Include: Math difficulties | 1985–1999 | School-age Children (Primary, Elementary) | • Numeracy: General | • Intervention: Mathematics (via computer in classrooms) |
| Kucukkalan | 2019 | Include: Experimental | Include: Dyscalculia | 2007–2016 | School-age Children (Primary, Elementary) | • Numeracy: General | • Intervention: Mathematics |
| Li | 2010 | Include: Experimental; Quasi-experimental | None specified | 1991–2005 | School-age Children | • Developmental: Gross motor (locomotor) • Developmental: Gross motor (non-locomotor) • Developmental: Object control (skills) | • Intervention: Mathematics |
| Li | 2022 | Include: Randomised controlled trials | Include: Atypically developing | 2012–2020 | Children; Adolescents | • Learning: General | • Intervention: Active video games for motor skills |
| Li | 2022 | Include: experimental or quasi-experimental | None specified | 2014–2021 | All (6.0–12.2) | • Body composition | • Intervention: English as foreign language |
| Liao | 2008 | Include: All quantitative designs | None specified | 1990–2003 | School-age Children (Primary, Elementary) | • Learning: General | • Intervention: Education (via computer) |
| Liao | 2014 | Include: Randomised controlled trials | None specified | 1999–2012 | Children; Adolescents (4.0–14.7) | • Body composition | • Intervention: Screen time reduction |
| Liu | 2019 | Include: All quantitative designs | None specified | 2007–2014 | All (13.3–16.6) | • Psychological health: Anxiety • Psychological health: Depression • Psychological health: Satisfaction | • Social Media: Instant messaging • Video games: General |
| Liu | 2022 | Include: studies with control group | None specified | NA | All | • Cognition: Creativity | • Screen use: General |
| Lu | 2021 | Include: Cross-sectional only | Include: Healthy only | 2014–2018 | Adolescents | • Psychological health: Negative coping style • Psychological health: Positive coping style | • Screen use: General (mobile phone addiction) |
| Madigan | 2020 | Include: Observational | Exclude: Qualitative | 1973–2019 | Children (6.5–10.6) | • Literacy: General | • Intervention: Education (general) • Screen use: General |
| Major | 2021 | Include: Randomised controlled trials | None specified | 2007–2020 | Children; Adolescents | • Learning: General | • Intervention: Literacy (Abracadabra) |
| Mallawaarachchi | 2022 | Include: Cross-sectional or longitudinal | Include: Non-clinical | 2014–2020 | Early childhood; Pre-school (1.4–5.4) | • Learning: General | • Screen use: General (mobile or tablet) |
| Mares | 2005 | None | None specified | 1989–1999 | Children | • Learning: General | • Video games: General |
| Mares | 2013 | None | None specified | 1973–2010 | Children | • Learning: General | • Intervention: Sesame Street |
| Marker | 2022 | None specified | None specified | 2001–2015 | All (6.0–12.2) | • Body composition | • Video games: General |
| Marshall | 2004 | None | None specified | 1985–2002 | Children; Adolescents | • Body composition: BMI • Body composition: BMI z-score | • TV programs and movies: General • Video games: General |
| Martins | 2019 | Include: All quantitative designs | None specified | 2003–2018 | All | • Learning: General | • Intervention: To promote healthy weight (obesity prevention) |
| Martins | 2022 | Include: Cross-over or parallel randomized controlled trials | None specified | 2006–2017 | Children; Adolescents | • Diet: Food intake (calories) | • TV programs and movies: Mealtimes |
| Mazeas | 2022 | Include: Randomised controlled trials | Exclude: Contraindications to physical activity; Intellectual and cognitive impairments | 2015–2019 | All (10.3–17.8) | • Physical activity: General | • Intervention: To promote physical activity (via gamification) |
| McArthur | 2012 | Include: Randomised controlled trials and quasi-RCTs | Include: Poor readers | 1994–2009 | All (6.7–16.2) | • Literacy: Phonics | • Intervention: Literacy (phonics; via computer) |
| McArthur | 2018 | Include: Randomised controlled trials and quasi-RCTs | Include: Poor readers | 1994–2015 | Children; Adolescents | • Literacy: General | • Intervention: Literacy |
| Mei | 2018 | Include: cross-sectional, case-control, and cohort studies | None specified | 2004–2018 | Nov–20 (13.5–16.8) | • Sleep: Duration • Sleep: Problems • Sleep: Time to fall asleep | • Screen use: General (excessive) |
| Merchant | 2014 | Include: Experimental with control group | None specified | NA | School-age Children | • Learning: General | • Intervention: Virtual reality worlds (Educational) • Screen use: Virtual reality (Educational) |
| Neitzel | 2022 | Include: random assignment or quasi-experimental | Include: Both typically developing and atypically developing with neurodevelopmental disorder | 2004–2020 | School-age Children (Primary, Elementary) | • Cognition: Cognitive functioning • Cognition: Executive functioning • Cognition: Information processing | • Intervention: Reading |
| Oldrati | 2020 | Include: Group-control experimental design | None specified | 2006–2018 | School-age Children | • Literacy: Reading comprehension • Literacy: Reading comprehension (accuracy) • Literacy: Reading comprehension (inhibition) • Literacy: Reading comprehension (working memory) | • Intervention: Cognitive training |
| Paiik | 1994 | None | None specified | | | | |

Supplementary File 3 - Effect Characteristics

Description: Descriptive table for the included effects.

Effect Size Characteristics

Characteristics of included and excluded effect sizes

| Variable | Effect Size Used | |
|--------------------|--------------------------------------|----------------------------------|
| | Not Used, N = 199¹ | Used, N = 252¹ |
| Review Year | | |
| 1982 | 0 (0%) | 1 (0.4%) |
| 1994 | 0 (0%) | 3 (1.2%) |
| 2002 | 0 (0%) | 1 (0.4%) |
| 2003 | 0 (0%) | 1 (0.4%) |
| 2004 | 6 (3.0%) | 11 (4.4%) |
| 2005 | 0 (0%) | 4 (1.6%) |
| 2008 | 0 (0%) | 1 (0.4%) |
| 2009 | 0 (0%) | 2 (0.8%) |
| 2010 | 0 (0%) | 2 (0.8%) |
| 2011 | 3 (1.5%) | 3 (1.2%) |
| 2012 | 1 (0.5%) | 2 (0.8%) |
| 2013 | 4 (2.0%) | 12 (4.8%) |
| 2014 | 1 (0.5%) | 7 (2.8%) |
| 2015 | 8 (4.0%) | 16 (6.3%) |
| 2016 | 16 (8.0%) | 9 (3.6%) |
| 2017 | 10 (5.0%) | 8 (3.2%) |
| 2018 | 6 (3.0%) | 15 (6.0%) |
| 2019 | 38 (19%) | 50 (20%) |
| 2020 | 25 (13%) | 49 (19%) |
| 2021 | 28 (14%) | 24 (9.5%) |
| 2022 | 53 (27%) | 31 (12%) |

¹ n (%); Median (IQR)

Effect Size Characteristics

Characteristics of included and excluded effect sizes

| Variable | Effect Size Used | |
|-------------------------|--------------------------------------|----------------------------------|
| | Not Used, N = 199¹ | Used, N = 252¹ |
| Outcome Category | | |
| Education | | |
| Education | 41 (21%) | 88 (35%) |
| Health Behaviour | 56 (28%) | 63 (25%) |
| Physical Health | 63 (32%) | 31 (12%) |
| Psychology | 39 (20%) | 69 (27%) |
| (missing) | 0 | 1 |
| Broad Outcome | | |
| Aggression | | |
| Aggression | 0 (0%) | 4 (1.6%) |
| Antisocial Behaviour | 0 (0%) | 3 (1.2%) |
| Body composition | 46 (23%) | 25 (9.9%) |
| Cardiometabolic health | 4 (2.0%) | 3 (1.2%) |
| Cognition | 10 (5.0%) | 21 (8.3%) |
| Developmental | 0 (0%) | 5 (2.0%) |
| Diet | 17 (8.5%) | 15 (6.0%) |
| Eye health | 10 (5.0%) | 0 (0%) |
| Healthy behavior | 1 (0.5%) | 4 (1.6%) |
| Learning | 29 (15%) | 43 (17%) |
| Literacy | 10 (5.0%) | 33 (13%) |
| Numeracy | 2 (1.0%) | 11 (4.4%) |
| Physical activity | 19 (9.5%) | 20 (7.9%) |
| Physical health | 3 (1.5%) | 1 (0.4%) |
| Prosocial Behavior | 0 (0%) | 3 (1.2%) |

¹ n (%); Median (IQR)

Effect Size Characteristics

Characteristics of included and excluded effect sizes

| Variable | Effect Size Used | |
|---------------------------------------|--------------------------------------|----------------------------------|
| | Not Used, N = 199¹ | Used, N = 252¹ |
| Psychological health | 23 (12%) | 26 (10%) |
| Risky behavior | 10 (5.0%) | 7 (2.8%) |
| Science | 0 (0%) | 1 (0.4%) |
| Screen time | 3 (1.5%) | 4 (1.6%) |
| Self-perceptions | 1 (0.5%) | 2 (0.8%) |
| Sleep | 11 (5.5%) | 20 (7.9%) |
| Social interactions | 0 (0%) | 1 (0.4%) |
| Broad Exposure | | |
| Advertising | 14 (7.0%) | 5 (2.0%) |
| Computer use | 9 (4.5%) | 11 (4.4%) |
| e-Books | 0 (0%) | 5 (2.0%) |
| Internet use | 1 (0.5%) | 7 (2.8%) |
| Screen use | 77 (39%) | 47 (19%) |
| Screen-based intervention | 56 (28%) | 92 (37%) |
| Social Media | 6 (3.0%) | 10 (4.0%) |
| TV advertising | 1 (0.5%) | 0 (0%) |
| TV programs and movies | 12 (6.0%) | 30 (12%) |
| Video games | 23 (12%) | 45 (18%) |
| Number of Contributing Studies | 5 (3, 10) | 8 (4, 16) |
| (missing) | 9 | 3 |
| Pooled Sample Size | 1,894 (672, 9,752) | 2,029 (737, 5,923) |
| Age Group | | |

¹ n (%); Median (IQR)

Effect Size Characteristics

Characteristics of included and excluded effect sizes

| Variable | Effect Size Used | |
|--------------------------------------|--------------------------------|----------------------------|
| | Not Used, N = 199 ¹ | Used, N = 252 ¹ |
| Adolescents | 21 (11%) | 57 (23%) |
| Children | 47 (24%) | 74 (29%) |
| Mixed | 116 (58%) | 102 (40%) |
| Young | 15 (7.5%) | 19 (7.5%) |
| Sample Type | | |
| Atypically developing | 1 (0.5%) | 3 (1.2%) |
| Autism | 6 (3.0%) | 1 (0.4%) |
| Chronic disease | 1 (0.5%) | 4 (1.6%) |
| Dyscalculia | 0 (0%) | 1 (0.4%) |
| General | 186 (93%) | 228 (90%) |
| Math difficulties | 1 (0.5%) | 2 (0.8%) |
| Overweight and obese | 4 (2.0%) | 10 (4.0%) |
| Poor readers | 0 (0%) | 3 (1.2%) |
| Study Design | | |
| Cross-sectional | 4 (2.0%) | 16 (6.3%) |
| Experimental | 108 (54%) | 129 (51%) |
| Longitudinal | 8 (4.0%) | 12 (4.8%) |
| Mixed or unclear | 50 (25%) | 79 (31%) |
| Observational | 29 (15%) | 16 (6.3%) |
| Study-level Data Available | 150 (75%) | 187 (74%) |
| Meets Statistical Certainty Criteria | | |
| Meets Criteria | 8 (4.0%) | 43 (17%) |

¹ n (%); Median (IQR)

Effect Size Characteristics

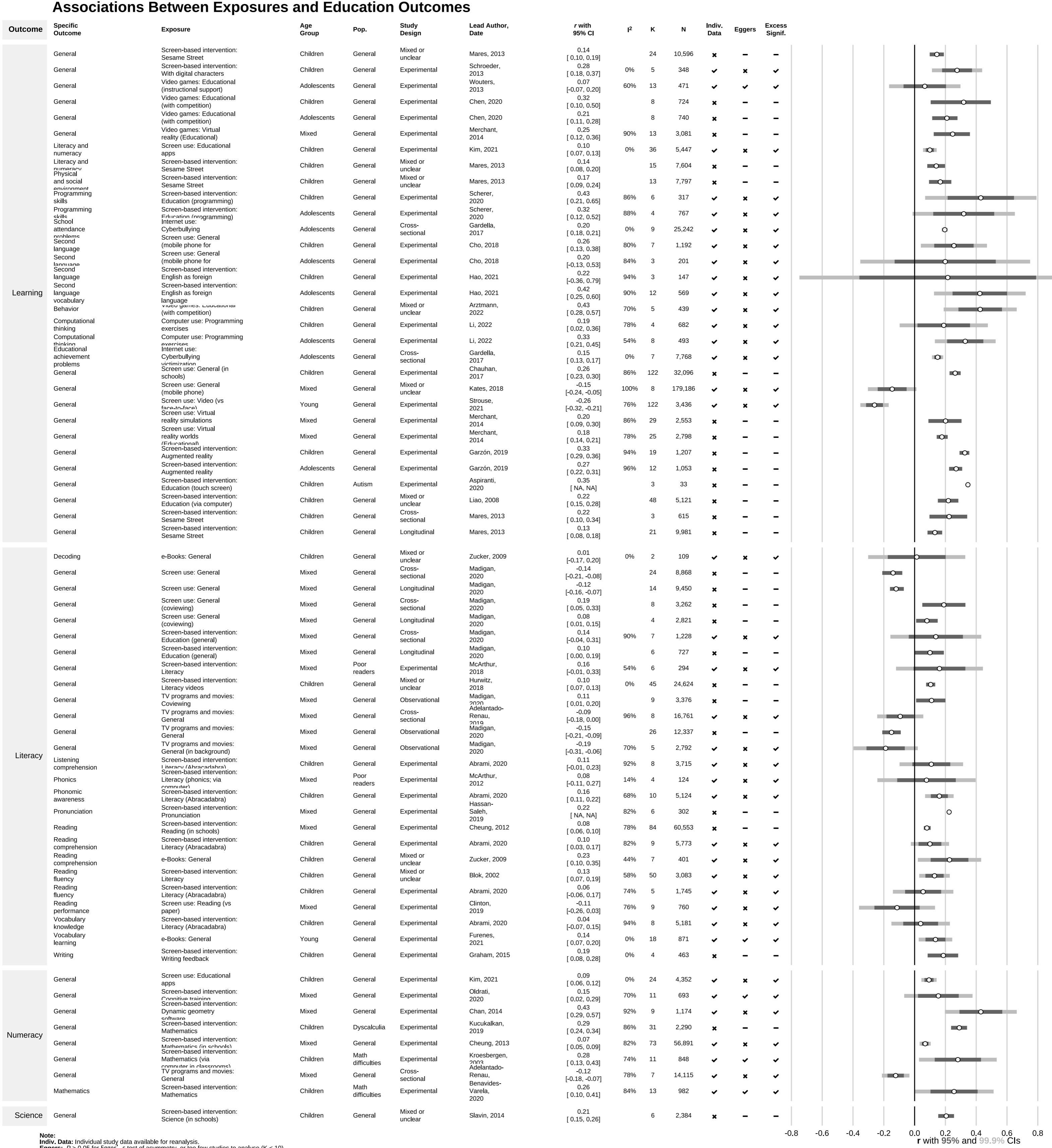
Characteristics of included and excluded effect sizes

| Variable | Effect Size Used | |
|----------|--------------------------------|----------------------------|
| | Not Used, N = 199 ¹ | Used, N = 252 ¹ |
| Unclear | 191 (96%) | 209 (83%) |

¹ n (%); Median (IQR)

Supplementary File 4 - Education Outcomes

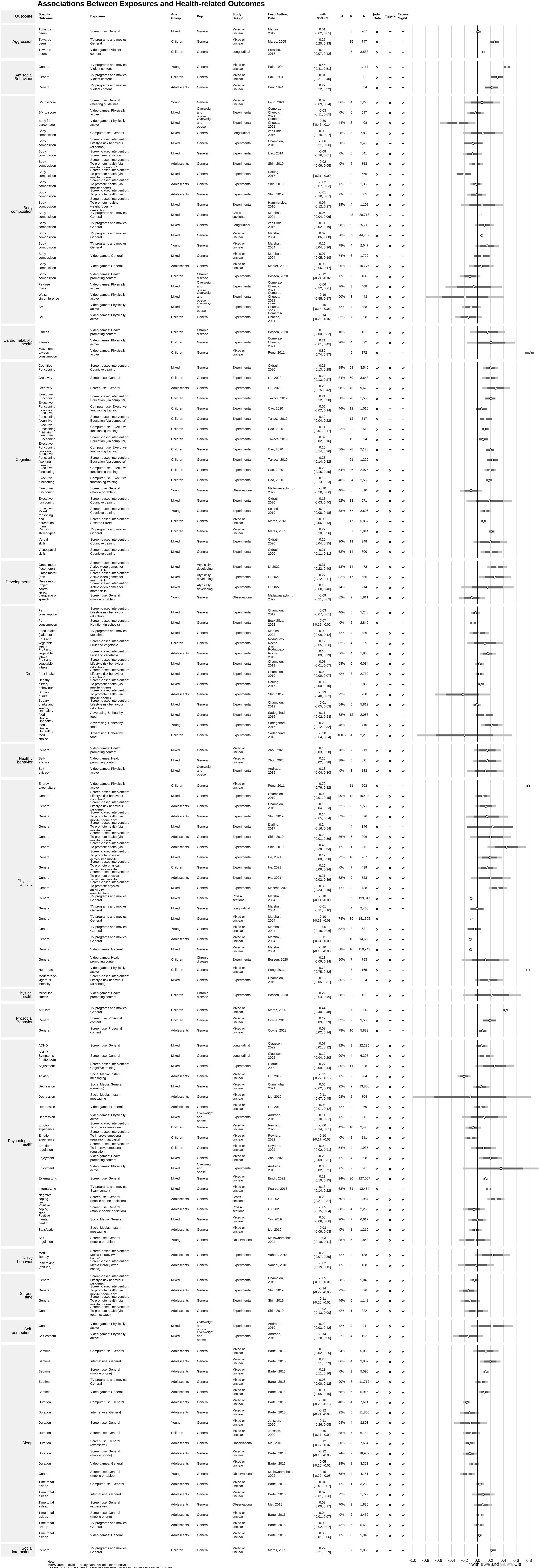
Description: Additional education outcomes which did not meet certainty criteria.



Supplementary File 5 - Health-related Outcomes

Description: Additional health-related outcomes which did not meet certainty criteria.

Associations Between Exposures and Health-related Outcomes



Supplementary File 7 - Search Strategy

Description: The search strategies used in each database

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 "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 "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 "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"))

Supplementary File 9 - Included Studies

Description: References for the included studies.

Included Studies

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Supplementary File 10 - Effect Size Codebook

Description: Generated codebook for the dataset.

Codebook for the Complete Effects Data

Autogenerated data summary from dataReporter

2023-06-22 11:05:17.423168

Data report overview

The dataset examined has the following dimensions:

| Feature | Result |
|------------------------|--------|
| Number of observations | 451 |
| Number of variables | 32 |

Variable list

author_year

First author and publication year of meta-analysis.

| Feature | Result |
|-------------------------|------------|
| Variable type | character |
| Number of missing obs. | 0 (0 %) |
| Number of unique values | 134 |
| Mode | “Oh, 2022” |

outcome_category

Category the outcome belongs to.

| Feature | Result |
|-------------------------|-------------|
| Variable type | character |
| Number of missing obs. | 1 (0.22 %) |
| Number of unique values | 4 |
| Mode | “education” |

plain_language_outcome

Specific outcome for the effect.

| Feature | Result |
|---------------|-----------|
| Variable type | character |

| Feature | Result |
|-------------------------|---------------------|
| Number of missing obs. | 0 (0 %) |
| Number of unique values | 140 |
| Mode | “Learning: General” |

plain_language_exposure

Specific exposure for the effect.

| Feature | Result |
|-------------------------|-----------------------|
| Variable type | character |
| Number of missing obs. | 0 (0 %) |
| Number of unique values | 92 |
| Mode | “Screen use: General” |

age_group

Broad age group of the participants, if specified.

| Feature | Result |
|-------------------------|-----------|
| Variable type | character |
| Number of missing obs. | 0 (0 %) |
| Number of unique values | 4 |
| Mode | “Mixed” |

original_effect_size_metric

Type of effect size original_effect_size refers to.

| Feature | Result |
|-------------------------|------------|
| Variable type | character |
| Number of missing obs. | 6 (1.33 %) |
| Number of unique values | 7 |
| Mode | “d” |

original_effect_size

Effect size reported in the original meta-analysis.

| Feature | Result |
|------------------------|---------|
| Variable type | numeric |
| Number of missing obs. | 0 (0 %) |

| Feature | Result |
|-------------------------|---------------|
| Number of unique values | 285 |
| Median | 0.22 |
| 1st and 3rd quartiles | 0.01; 0.68 |
| Min. and max. | -788.59; 1185 |

original_cilb

Lower bound for the 95% confidence interval of the reported effect size.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 19 (4.21 %) |
| Number of unique values | 265 |
| Median | 0.05 |
| 1st and 3rd quartiles | -0.15; 0.35 |
| Min. and max. | -2146.87; 303 |

original_ciub

Upper bound for the 95% confidence interval of the reported effect size.

| Feature | Result |
|-------------------------|-------------|
| Variable type | numeric |
| Number of missing obs. | 19 (4.21 %) |
| Number of unique values | 289 |
| Median | 0.44 |
| 1st and 3rd quartiles | 0.12; 1.2 |
| Min. and max. | -5.68; 2068 |

original_k

Number of studies reported as contributing to the reported effect size.

| Feature | Result |
|-------------------------|------------|
| Variable type | numeric |
| Number of missing obs. | 14 (3.1 %) |
| Number of unique values | 52 |
| Median | 7 |
| 1st and 3rd quartiles | 4; 12 |
| Min. and max. | 1; 274 |

original_n

Number of participants reported as contributing to the reported effect size.

| Feature | Result |
|-------------------------|-------------|
| Variable type | numeric |
| Number of missing obs. | 0 (0 %) |
| Number of unique values | 422 |
| Median | 1836 |
| 1st and 3rd quartiles | 639.5; 7389 |
| Min. and max. | 3; 527696 |

original_i2

Reported heterogeneity (as I-Squared) for the reported effect size.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 157 (34.81 %) |
| Number of unique values | 198 |
| Median | 67.28 |
| 1st and 3rd quartiles | 24.1; 82.85 |
| Min. and max. | 0; 99.8 |

converted_r

Effect size as converted to Pearson's r (where possible).

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 199 (44.12 %) |
| Number of unique values | 177 |
| Median | 0.1 |
| 1st and 3rd quartiles | -0.02; 0.2 |
| Min. and max. | -0.26; 0.82 |

converted_cilb

Lower bound for the 95% confidence interval of the converted effect size.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 208 (46.12 %) |
| Number of unique values | 179 |
| Median | 0.02 |
| 1st and 3rd quartiles | -0.11; 0.09 |

| Feature | Result |
|---------------|-------------|
| Min. and max. | -0.54; 0.76 |

converted_ciub

Upper bound for the 95% confidence interval of the converted effect size.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 208 (46.12 %) |
| Number of unique values | 193 |
| Median | 0.19 |
| 1st and 3rd quartiles | 0.06; 0.3 |
| Min. and max. | -0.2; 0.87 |

reanalysis_estimate

Effect size from the reanalysis of the study-level data (where possible).

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 244 |
| Median | 0.08 |
| 1st and 3rd quartiles | -0.04; 0.18 |
| Min. and max. | -0.47; 0.61 |

reanalysis_cilb

Lower bound for the 95% confidence interval of the reanalysed effect size.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 244 |
| Median | -0.01 |
| 1st and 3rd quartiles | -0.16; 0.06 |
| Min. and max. | -0.67; 0.45 |

reanalysis_ciub

Upper bound for the 95% confidence interval of the reanalysed effect size.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 244 |
| Median | 0.16 |
| 1st and 3rd quartiles | 0.05; 0.29 |
| Min. and max. | -0.35; 0.79 |

reanalysis_cilb999

Lower bound for the 99.9% confidence interval of the reanalysed effect size.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 244 |
| Median | -0.1 |
| 1st and 3rd quartiles | -0.22; 0.01 |
| Min. and max. | -1; 0.35 |

reanalysis_ciub999

Upper bound for the 99.9% confidence interval of the reanalysed effect size.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 244 |
| Median | 0.22 |
| 1st and 3rd quartiles | 0.1; 0.39 |
| Min. and max. | -0.27; 1 |

reanalysis_k

Number of studies contributing to the reanalysed effect size.

| Feature | Result |
|-------------------------|---------------|
| Variable type | integer |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 48 |
| Median | 7 |
| 1st and 3rd quartiles | 4; 12.5 |

| Feature | Result |
|---------------|--------|
| Min. and max. | 1; 122 |

reanalysis_n

Number of participants contributing to the reanalysed effect size.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 234 |
| Median | 1836 |
| 1st and 3rd quartiles | 687.5; 5611.5 |
| Min. and max. | 26; 527696 |

reanalysis_i2

Heterogeneity (as I-Squared) for the reanalysed effect size.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 199 |
| Median | 73.94 |
| 1st and 3rd quartiles | 26.23; 88.62 |
| Min. and max. | 0; 99.51 |

reanalysis_eggers_p

P-value for the Egger's test for publication bias.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 365 (80.93 %) |
| Number of unique values | 86 |
| Median | 0.22 |
| 1st and 3rd quartiles | 0.03; 0.51 |
| Min. and max. | 0; 0.98 |

reanalysis_eggers_cilb

Lower bound for the 95% confidence interval for the Egger's test for publication bias.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 365 (80.93 %) |
| Number of unique values | 86 |
| Median | -0.05 |
| 1st and 3rd quartiles | -0.19; 0.1 |
| Min. and max. | -2.05; 0.65 |

reanalysis_eggers_ciub

Upper bound for the 95% confidence interval for the Egger's test for publication bias.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 365 (80.93 %) |
| Number of unique values | 86 |
| Median | 0.29 |
| 1st and 3rd quartiles | 0.1; 0.65 |
| Min. and max. | -0.96; 1.56 |

reanalysis_tes_obsr

Number of observed significant tests (from Test of Excess Significance).

| Feature | Result |
|-------------------------|---------------|
| Variable type | integer |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 32 |
| Median | 3 |
| 1st and 3rd quartiles | 1; 6 |
| Min. and max. | 0; 110 |

reanalysis_tes_expect

Number of expected significant tests (from Test of Excess Significance).

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 244 |
| Median | 3.21 |
| 1st and 3rd quartiles | 1.62; 6.67 |

| Feature | Result |
|---------------|--------------|
| Min. and max. | 0.05; 108.26 |

reanalysis_tes_ratio

Ratio of observed to expected significant tests (from Test of Excess Significance).

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 219 |
| Median | 0.91 |
| 1st and 3rd quartiles | 0.57; 1.09 |
| Min. and max. | 0; 2.9 |

reanalysis_tes_p

P-value for the Test of Excess Significance.

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 222 |
| Median | 0.8 |
| 1st and 3rd quartiles | 0.58; 0.95 |
| Min. and max. | 0.01; 1 |

reanalysis_tes_power

Power for each of the tests (from the Test of Excess Significance).

| Feature | Result |
|-------------------------|----------------------|
| Variable type | character |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 244 |
| Mode | "0.793; 0.52; 0.463" |

reanalysis_tes_theta

Value of theta used to compute the tests (from the Test of Excess Significance).

| Feature | Result |
|-------------------------|---------------|
| Variable type | numeric |
| Number of missing obs. | 204 (45.23 %) |
| Number of unique values | 244 |
| Median | 0.08 |
| 1st and 3rd quartiles | -0.04; 0.18 |
| Min. and max. | -0.47; 0.61 |

Report generation information:

- Created by: Taren Sanders (username: taren).
- Report creation time: Thu Jun 22 2023 11:05:17
- Report was run from directory: /home/taren/GitHub/screen_umbrella
- dataReporter v1.0.2 [Pkg: 2021-11-11 from CRAN (R 4.3.0)]
- R version 4.3.0 (2023-04-21).
- Platform: x86_64-pc-linux-gnu (64-bit)(Australia/Sydney).
- Function call:

```
dataReporter::makeDataReport(data = out_effects, output = "pdf", mode = "summarize", smartNum = FALSE, file = "supplementary_files/codebook.Rmd", replace = TRUE, openResult = FALSE, checks = list(character = "showAllFactorLevels", factor = "showAllFactorLevels", labelled = "showAllFactorLevels", haven_labelled = "showAllFactorLevels", numeric = NULL, integer = NULL, logical = NULL, Date = NULL), listChecks = FALSE, maxProbVals = Inf, addSummaryTable = FALSE, codebook = TRUE, reportTitle = "Codebook for the Complete Effects Data")
```