## **Associations Between Exposures and Education Outcomes**

Outcome	Specific Outcome	Exposure	Age Group	Lead Author, Date	<i>r</i> with 95% CI	l <sup>2</sup>	К	N		
Learning	General	e-Books: Narration	Children	Takacs, 2014	0.19 [ 0.14, 0.23]	20%	50	2,288		
	General	Screen-based intervention: Augmented reality (in schools)	All	Tekedere, 2016	0.33 [ 0.25, 0.42]	68%	15	1,474		
	General	Screen-based intervention: Education (via touch screen)	Children	Xie, 2018	0.29 [ 0.24, 0.34]	72%	79	5,810		0
	General	Screen use: General	All	Adelantado-Renau, 2019	-0.22 [-0.31, -0.13]	96%	18	13,100		
	General	TV programs and movies: General	All	Adelantado-Renau, 2019	-0.12 [-0.16, -0.07]	96%	18	62,135	0	
	General	Video games: General	All	Adelantado-Renau, 2019	-0.09 [-0.12, -0.06]	2%	10	4,276	IOI	
Literacy	General	Screen use: General	Children	Madigan, 2020	-0.14 [-0.20, -0.09]	90%	38	18,318		
	General	Screen use: General (coviewing)	Children	Madigan, 2020	0.15 [ 0.02, 0.28]	96%	12	6,083	1	
	General	TV programs and movies: Educational	Children	Madigan, 2020	0.13 [ 0.03, 0.23]	82%	13	1,955	+	
Numeracy	General	Video games: Numeracy	All	Byun, 2018	0.32 [ 0.21, 0.43]	88%	25	2,008		
	General	Screen-based intervention: Mathematics	All	Li, 2010	0.30 [ 0.24, 0.35]	96%	85	36,793		
-0.4 -0.2 0.0 0.2 0.4 <b>r</b> with <b>95</b> % and <b>99.9</b> % Cls										