Variable	Effect Siz	Effect Size Used	
	<b>Not Used</b> , $N = 199^{1}$	<b>Used</b> , N = $252^{1}$	
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%)	
<sup>1</sup> n (%); Median (IQR)			

	Effect Size Used	
Variable	Not Used, $N = 199^{1}$	<b>Used</b> , N = 252 <sup>1</sup>
Outcome Category		
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
<b>Broad Outcome</b>		
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%)
<sup>1</sup> n (%); Median (IQR)		

	Effect Size Used	
Variable	Not Used, $N = 199^{1}$	<b>Used</b> , $N = 252^{1}$
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		
<sup>1</sup> n (%); Median (IQR)		

	Effect Siz	Effect Size Used	
Variable	<b>Not Used</b> , N = $199^{1}$	<b>Used</b> , $N = 252^{1}$	
Adolescents	21 (11%)	57 (23%)	
Children	47 (24%)	74 (29%)	
Mixed	116 (58%)	102 (40%)	
Young children	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 only	4 (2.0%)	16 (6.3%)	
Experimental	108 (54%)	129 (51%)	
Longitudinal only	8 (4.0%)	12 (4.8%)	
Mixed or unspecified	50 (25%)	79 (31%)	
Observational - mixed	29 (15%)	16 (6.3%)	
Study-level Data Available	150 (75%)	187 (74%)	
Meets Statistical Certainty Criteria	a		
Meets Criteria	8 (4.0%)	43 (17%)	
<sup>1</sup> n (%); Median (IQR)			

	Effect Siz	Effect Size Used	
Variable	<b>Not Used,</b> $N = 199^{1}$	<b>Used</b> , N = $252^{1}$	
Unclear	191 (96%)	209 (83%)	
<sup>1</sup> n (%); Median (IQR)			