Associations Between Exposures and Health-related C

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Outcome	Specific Outcome	Exposure	Age Group	Pon	Study Design	Lead Author, Date	<i>r</i> with 95% CI	2 K	N	
Body composition	Body Body Body composition	TV programs and movideo games: Video games: Physically active	Adolesce Children Mixed	Genera	tived or	Marshall, Marker, Hernandez- Jimenez, 2019	0.09		3,196 0,004 .,347	0
Cognition	Cognitive Information processing	Screen use: Video games: e phon General	Young _e Mixed		bservationa xperimental		0.11 [0.06, 0.15]	0% 0 6% 6	.,	0
Developmental	General	Screen use: General (mobile phon	Young _e	Genera	bservationa	l 1allawaarachch .022	ni, -0.09 -14, -0.03]	<u>'</u> % 6),070	
Diet	Food intake Food intake (calories)	Advertising: Advertising: d Advergames	Children Mixed		xperimental xperimental		0.23 0.18 [0.10, 0.25])% 3	.,756	
Healthy behavior	General	Screen-based interver Health behaviours	 Mixed	Genera	lixed or inclear		0.11 [0.05, 0.17]			0
Psychological health	Depression Depression Depression General Internalizina Psychosocial factors	Internet use: Internet use: Social Media: Social Media: Screen use: Screen use: General (mobile phon	Mixed Mixed	Genera Genera Genera	ectional ongitudinal bservational ixed or	Shin, 2022 Shin, 2022 Il rie, 2020 Yin. 2019 Eirich,	0.25 0.15 0.12 0.08 0.06	3% .8 1% 3 3% 2 5% 2 3% 3	7,696 7,540 3,740 5,522 3,914	0
Risky behavior	Risk taking Risky sexual Sexual activity Sexual Substance abuse	Social Media: Social Media: Screen use: Screen use: Social Media: General	Adolesce Adolesce Mixed Mixed Adolesce	Genera Genera Genera	lixed or lixed or lixed or	Vannucci, Vannucci, Ferguson, Ferguson, Vannucci, 2020	0.21	3% 7 6% 4 1% 6 6% 5	6,407 3,096 7,019 8,127	0 0

TV programs and mo Adolesce General

General

Sleep

Duration

Bartel,

2015

[-0.10, -0.01] 1% 0),798

-0.6-0.4-0.20.0 0.2 r with **95%** and **99.9%** CIs