Outcome	Specific Outcome	Exposure	Lead Author, Date	r with 95% CI	I^2	K N				
Aggression	Towards peers	TV programs and movies: General	Mares, 2005	0.26 [0.20, 0.33]		15 747	Unclear			-
Cognition	Cognitive functioning	Screen-based intervention: Cognitive training	Oldrati, 2020	0.26 [0.19, 0.32]	84%	68 3540	Unclear			-
	Executive functioning	Screen-based intervention: Cognitive training	Scionti, 2019	0.18 [0.14, 0.22]	7%	58 2670	Unclear		-	-
	Executive Functioning	Screen-based intervention: Cognitive training	Oldrati, 2020	0.29 [0.11, 0.47]	89%	13 571	Unclear		-	-
	Executive Functioning (accuracy)	Screen-based intervention: Education (via computer)	Takacs, 2019	0.21 [0.12, 0.28]	57%	28 1563	Unclear			
	Executive Functioning (inhibition)	Screen-based intervention: Education (via computer)	Takacs, 2019	0.09 [0.02, 0.16]		15 894	Unclear		-	-
	Executive Functioning (working memory)	Screen-based intervention: Education (via computer)	Takacs, 2019	0.23 [0.14, 0.32]		21 1220	Unclear			-
	Executive Functioning (cognitive flexibility)	Screen-based intervention: Education (via computer)	Takacs, 2019	0.12 [0.04, 0.22]		12 617	Unclear		-	+
	Moral reasoning and perception of out-groups	Screen-based intervention: Sesame Street	Mares, 2013	0.09 [0.06, 0.13]		17 5837	Unclear		-	
	Reducing stereotypes	TV programs and movies: General	Mares, 2005	0.22 [0.18, 0.26]		37 1814	Unclear			—
	Verbal skills	Screen-based intervention: Cognitive training	Oldrati, 2020	0.29 [0.15, 0.42]	86%	19 948	Unclear		_	-
	Visuospatial skills	Screen-based intervention: Cognitive training	Oldrati, 2020	0.23 [0.13, 0.32]	49%	14 800	Unclear		_	
Healthy behavior	Self-efficacy	Video games: Health promoting content	Zhou, 2019	0.13 [0.04, 0.22]		5 438	Unclear			7
	Self-efficacy	Video games: Physically active	Andrade, 2019	0.13 [-0.04, 0.30]	0%	3 133	Unclear	-	+	
Prosocial Behavior	Altruism	TV programs and movies: General	Mares, 2005	0.44 [0.40, 0.48]		20 856	Unclear			>
Psychological health	Adjustment	Screen-based intervention: Cognitive training	Oldrati, 2020	0.28 [0.11, 0.45]	84%	11 528	Unclear			
	Anxiety	Social Media: Instant messaging	Liu, 2019	-0.21 [-0.27, -0.15]	0%	2 984	Unclear		-	
	Depression	Screen use: General	Liu, 2016	0.06 [0.04, 0.08]	92%	21 138942	Meets Criteria		+	
	Depression	Social Media: Instant messaging	Liu, 2019	-0.02 [-0.38, 0.35]	98%	3 1512	Unclear -			
	Depression	Video games: General	Liu, 2019	0.05 [-0.01, 0.12]	0%	2 869	Unclear		-	_
	Depression	Video games: Physically active	Andrade, 2019	0.11 [-0.10, 0.32]	0%	2 88	Unclear			
	Enjoyment	Video games: Health promoting content	Zhou, 2019	0.20 [0.09, 0.30]		4 440	Unclear		_	
	Enjoyment	Video games: Physically active	Andrade, 2019	0.36 [0.02, 0.71]	0%	2 26	Unclear			
	Internalizing	TV programs and movies: Scary content	Pearce, 2016	0.18 [0.14, 0.22]	68%	31 12454	Unclear			-
	Satisfaction	Social Media: Instant messaging	Liu, 2019	-0.03 [-0.09, 0.03]	0%	1 1210	Unclear			
Risky behavior	Media literacy	Screen-based intervention: Media literacy (web-based)	Vahedi, 2018	0.23 [0.07, 0.39]	0%	3 138	Unclear			_
	Risk taking (attitude)	Screen-based intervention: Media literacy (web-based)	Vahedi, 2018	0.09 [-0.08, 0.26]	0%	3 138	Unclear			
	Risk taking (general)	Social Media: General	Vannucci, 2020	0.21 [0.16, 0.25]	97%	27 66407	Meets Criteria		'	
	Safe sex	Social Media: General	Vannucci, 2020	0.21 [0.14, 0.28]	96%	14 23096	Meets Criteria		-	
	Sexual activity	Screen use: Sexy media	Ferguson, 2017	0.08 [0.05, 0.11]	75%	25 18127	Meets Criteria		-	
	Sexual activity (initiation of sex)	Screen use: Sexy media	Ferguson, 2017	0.08 [0.04, 0.12]	85%	16 17019	Meets Criteria		-	-
Self-perceptions	General	Video games: Physically active	Andrade, 2019	0.22 [0.03, 0.42]	0%	2 94	Unclear			-
	Self-esteem	Video games: Physically active	Andrade, 2019	-0.14 [-0.28, 0.00]	1%	4 192	Unclear			
Social interactions	General	TV programs and movies: General	Mares, 2005	0.22 [0.21, 0.29]		36 2056	Unclear			—
						Eff	-0 Fect on Psycholog		0.0	0.2 0.4 95% & 99 9%