Effect of Exposures on Education Outcomes

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