

Associations Between Exposures and Education Outcomes												
Outcome	Specific Outcome	Exposure	Age Group	Population	Study Design	Lead Author, Date	r with 95% CI	I ²	K	N		
Learning	General	Screen-based intervention: Literacy (Abracadabra; in school)	Mixed	General	Experimental	Major, 2021	0.09 [0.06, 0.12]	10%	15	52,377		
	General	TV programs and movies: General	Mixed	General	Cross-sectional only	delantado-Renau, 2019	0.15, -0.04]	3%	18	62,135		
	General	TV programs and movies: General	Mixed	General	Mixed or unspecified	Williams, 1982	-0.09 [-0.13, -0.04]	3%	23	86,507		
	General	Video games: General	Mixed	General	Cross-sectional only	delantado-Renau, 2019	0.12, -0.04]	3%	10	4,276		
	General	Video games: Educational (with instructional support)	Children	General	Experimental	Wouters, 2013	0.15 [0.05, 0.25]	16%	16	1,287		
	General	e-Books: Narration	Mixed	General	Experimental	Takacs, 2014	0.11 [0.05, 0.17]	16%	50	2,288		
	Literacy and numeracy	Screen use: Educational apps	Young children	General	Experimental	Kim, 2021	0.11 [0.07, 0.16]	0%	15	2,011		
	Motivation	Video games: Educational	Children	General	Experimental	Wouters, 2013	0.16 [0.02, 0.31]	14%	10	1,183		
	Motivation	Video games: Educational (with competition)	Children	General	Mixed or unspecified	Arztmann, 2022	0.26 [0.17, 0.35]	12%	15	9,318		
	General	Screen use: General	Mixed	General	Cross-sectional only	delantado-Renau, 2019	0.24, 0.01]	8%	18	13,100		
	General	Screen-based intervention: Augmented reality (in schools)	Mixed	General	Mixed or unspecified	Okedere, 2016	0.33 [0.25, 0.42]	18%	15	1,474		
	General	Screen-based intervention: Education (via touch screen)	Young children	General	Experimental	Xie, 2018	0.21 [0.15, 0.28]	16%	79	5,810		
Literacy	General	Screen use: Educational apps	Children	General	Experimental	Kim, 2021	0.12 [0.06, 0.18]	0%	12	1,095		
	General	Screen use: General	Mixed	General	Observational - mixed	Idigian, 2020	-0.14 [-0.20, -0.09]	3%	38	18,318		
	General	Screen use: General (coveiwng)	Mixed	General	Observational - mixed	Idigian, 2020	0.15 [0.02, 0.28]	16%	12	6,083		
	General	TV programs and movies: Educational	Mixed	General	Observational - mixed	Idigian, 2020	0.13 [0.03, 0.23]	12%	13	1,955		
	Phonics	Screen-based intervention: Literacy (Abracadabra; in school)	Children	General	Experimental	Abrami, 2020	0.09 [0.01, 0.17]	12%	11	4,954		
	Reading	Screen-based intervention: Reading (technology supported)	Children	Poor readers	Experimental	Neitzel, 2022	0.04 [0.01, 0.06]	0%	27	5,736		
	Reading comprehension	e-Books: General	Young children	General	Experimental	Furenes, 2021	-0.02 [-0.08, 0.03]	3%	26	1,192		
Numeracy	General	Screen-based intervention: Mathematics	Mixed	General	Experimental	Li, 2010	0.27 [0.21, 0.33]	18%	85	36,793		
	General	Video games: Numeracy	Mixed	General	Mixed or unspecified	Arjun, 2018	0.32 [0.21, 0.43]	18%	25	2,008		
	Mathematics	Video games: Educational	Mixed	General	Experimental	Tokac, 2019	0.06 [0.00, 0.12]	14%	39	6,557		
											-0.4 -0.2 0.0 0.2 0.4 r with 95% and 99.9% CIs	