

Review Characteristics							
Review characteristics and quality assessment for meta-analyses providing unique effects							
First Author	Year	Design Restrictions	Regions Restrictions	Study Range Earliest - Latest	Sample Age Restrictions (Age Range)	Outcomes Assessed	Exposures Assessed
Abrami	2020	Include: Experimental designs	None specified	2009–2019	Pre K to Grade 3	<ul style="list-style-type: none">Literacy: Listening comprehensionLiteracy: PhonicsLiteracy: Phonomic awarenessLiteracy: Reading comprehensionLiteracy: Reading fluencyLiteracy: Vocabulary knowledge	<ul style="list-style-type: none">Intervention: Literacy (Abracadabra; in schools)
Adelantado-Renau	2019	Include: Cross-sectional studies	None specified	1982–2019	Children; Adolescents (5.7–18.0)	<ul style="list-style-type: none">Learning: GeneralLiteracy: GeneralNumeracy: General	<ul style="list-style-type: none">Screen use: GeneralTV programs and movies: GeneralVideo games: General
Aghasi	2020	Include: Observational	None specified	2007–2016	All (14.2–15.8)	<ul style="list-style-type: none">Body composition	<ul style="list-style-type: none">Internet use: General
Andrade	2019	Include: Interventions	None specified	2010–2017	Children; Adolescents	<ul style="list-style-type: none">Healthy behavior: Self-efficacyPsychological health: DepressionPsychological health: EnjoymentSelf-perceptions: Self-esteem	<ul style="list-style-type: none">Video games: Physically active
Arztmann	2022	None specified	None specified	2008–2020	K - Grade 8	<ul style="list-style-type: none">Learning: BehaviorLearning: Motivation	<ul style="list-style-type: none">Video games: Educational (with competition)
Aspiranti	2020	Include: Interventions	None specified	2013–2015	School-age Children (Primary/Elementary)	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Intervention: Education (via touch screen)
Baradaran Mahdavi	2021	Include: Observational Exclude: Experimental	None specified	1999–2019	None specified (8.0–16.0)	<ul style="list-style-type: none">Physical health: Lower back pain	<ul style="list-style-type: none">Screen use: General (excluding TV)TV programs and movies: General
Bartel	2015	None	None specified	2004–2014	Adolescents (12.2–17.7)	<ul style="list-style-type: none">Sleep: BedtimeSleep: DurationSleep: Time to fall asleep	<ul style="list-style-type: none">Computer use: GeneralInternet use: GeneralScreen use: General (mobile phone)TV programs and movies: GeneralVideo games: General
Beck Silva	2022	Include: Randomised controlled trials and quasi-RCTs.	None specified	1999–2019	10 - 19 years	<ul style="list-style-type: none">Diet: Fat consumption	<ul style="list-style-type: none">Intervention: Nutrition (in schools)
Benavides-Varela	2020	Include: Randomised controlled trials	None specified	2006–2018	Children	<ul style="list-style-type: none">Numeracy: Mathematics	<ul style="list-style-type: none">Intervention: Mathematics
Blok	2002	None	None specified	1990–2000	All (5.4–11.5)	<ul style="list-style-type: none">Literacy: Reading fluency	<ul style="list-style-type: none">Intervention: Literacy
Bossen	2020	Include: Randomised controlled trials	None specified	2011–2018	Children (10.0–15.7)	<ul style="list-style-type: none">Body compositionCardiometabolic health: FitnessPhysical activity: GeneralPhysical health: Muscular fitness	<ul style="list-style-type: none">Video games: Health promoting content
Boyland	2016	Include: Experimental	None specified	2004–2015	Children; Adolescents (6.0–10.4)	<ul style="list-style-type: none">Diet: Food intake	<ul style="list-style-type: none">Advertising: Unhealthy food
Byun	2018	Include: All quantitative designs	None specified	2006–2014	School-age Children	<ul style="list-style-type: none">Numeracy: General	<ul style="list-style-type: none">Video games: Numeracy
Cao	2020	Include: designs with control groups	None specified	2002–2019	3–12 years (3.4–14.3)	<ul style="list-style-type: none">Cognition: Executive functioningCognition: Executive Functioning (cognitive flexibility)Cognition: Executive Functioning (inhibition)Cognition: Executive Functioning (working memory)	<ul style="list-style-type: none">Computer use: Executive functioning training
Carter	2016	Include: All quantitative designs	None specified	2011–2015	Children; Adolescents (10.6–17.0)	<ul style="list-style-type: none">Sleep: Inadequate durationSleep: LettargySleep: Poor quality	<ul style="list-style-type: none">Screen use: General (mobile phone at bed time)
Champion	2019	Include: Randomised controlled trials	None specified	2003–2017	School-age Children (11.4–15.9)	<ul style="list-style-type: none">Body compositionDiet: Fat consumptionDiet: Fruit intakeDiet: Sugary drinks and snacksLiteracy: ReadingPhysical activity: Moderate-to-vigorous intensityRisky behavior: Alcohol consumptionRisky behavior: SmokingScreen time: General	<ul style="list-style-type: none">Intervention: Lifestyle risk behaviour (at school)
Chan	2014	Include: Experimental; Quasi-experimental	None specified	2002–2012	School-age Children	<ul style="list-style-type: none">Numeracy: General	<ul style="list-style-type: none">Intervention: Dynamic geometry software
Chauhan	2017	Include: pre-post designs with or without control group	None specified	2001–2016	Elementary school students	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Screen use: General (in schools)
Chen	2020	Include: Experimental designs	None specified	2008–2019	None specified	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Video games: Educational (with competition)
Cheung	2012	Include: Randomised controlled trials	None specified	1982–2010	School-age Children	<ul style="list-style-type: none">Literacy: Reading	<ul style="list-style-type: none">Intervention: Reading (in schools)
Cheung	2013	Include: Experimental; Quasi-experimental	None specified	1980–2010	School-age Children	<ul style="list-style-type: none">Numeracy: General	<ul style="list-style-type: none">Intervention: Mathematics (in schools)
Cho	2018	Include: experimental designs with control group	None specified	2008–2013	None specified	<ul style="list-style-type: none">Learning: Second language	<ul style="list-style-type: none">Screen use: General (mobile phone for language learning)
Claussen	2022	Include: Longitudinal; Retrospective	None specified	2004–2018	None specified	<ul style="list-style-type: none">Psychological health: ADHDPsychological health: ADHD Symptoms (Inattention)	<ul style="list-style-type: none">Screen use: General
Clinton	2019	Include: randomised experimental designs	None specified	2011–2016	None specified	<ul style="list-style-type: none">Literacy: Reading performance	<ul style="list-style-type: none">Screen use: Reading (vs paper)
Comeras-Chueca	2021	Include: randomized and non-randomized controlled trials (control group with no intervention or traditional exercise intervention)	None specified	2008–2019	Under 18 (4.5–11.6)	<ul style="list-style-type: none">Body composition: BMICardiometabolic health: Fitness	<ul style="list-style-type: none">Video games: Physically active
Comeras-Chueca	2021	Include: randomized and non-randomized controlled group with no intervention or traditional exercise intervention	None specified	2010–2020	Under 18 (6.0–14.0)	<ul style="list-style-type: none">Body composition: BMIBody composition: BMI z-scoreBody composition: Body fat percentageBody composition: Fat-free massBody composition: Waist circumference	<ul style="list-style-type: none">Video games: Physically active
Coyne	2018	None	None specified	1975–2017	Children; Adolescents	<ul style="list-style-type: none">Prosocial Behavior: General	<ul style="list-style-type: none">Screen use: Prosocial content
Cushing	2010	Include: All quantitative designs; Experimental	None specified	1989–2009	Children; Adolescents	<ul style="list-style-type: none">Healthy behavior: General	<ul style="list-style-type: none">Intervention: Health behaviours
Darling	2017	Include: Intervention	None specified	2006–2016	Children; Adolescents (8.7–18.0)	<ul style="list-style-type: none">Body compositionDiet: Healthy dietary behaviourPhysical activity: General	<ul style="list-style-type: none">Intervention: To promote health (via mobile phone)
Eirich	2022	Include: experimental or observational	None specified	1978–2021	12 or under (0.5–11.0)	<ul style="list-style-type: none">Psychological health: ExternalizingPsychological health: Internalizing	<ul style="list-style-type: none">Screen use: General
Fang	2019	Include: Cohort; Case-control; Cross-sectional	None specified	2006–2019	Children; Adolescents	<ul style="list-style-type: none">Body composition	<ul style="list-style-type: none">Computer use: GeneralScreen use: GeneralTV programs and movies: General
Feng	2021	Include: Quantitative designs	None specified	2017–2019	1 month - 4.99 years old	<ul style="list-style-type: none">Body composition: BMI z-score	<ul style="list-style-type: none">Screen use: General (meeting guidelines)
Ferguson	2017	None	None specified	2005–2017	Children; Adolescents	<ul style="list-style-type: none">Risky behavior: Sexual activityRisky behavior: Sexual activity (initiation of sex)	<ul style="list-style-type: none">Screen use: Sexual content
Ferguson	2020	Include: Experimental, correlational, or longitudinal	None specified	2009–2013	None specified (7.6–17.5)	<ul style="list-style-type: none">Agression: General	<ul style="list-style-type: none">Video games: Violent content
Folkvord	2018	Include: Interventions	None specified	2007–2018	Children; Adolescents	<ul style="list-style-type: none">Diet: Food intake (calories)	<ul style="list-style-type: none">Advertising: Advergames
Foreman	2021	Include: observational and intervention studies	None specified	2015–2020	None specified	<ul style="list-style-type: none">Eye health: Myopia	<ul style="list-style-type: none">Screen use: GeneralScreen use: General (phone or tablet)
Furenes	2021	Include: experimental or quasi-experimental	None specified	2002–2019	1–8 years old	<ul style="list-style-type: none">Literacy: Reading comprehensionLiteracy: Vocabulary learning	<ul style="list-style-type: none">e-Books: General
Gardella	2017	Include: Cross-sectional	Include: North America	2006–2014	Adolescents (12.5–16.2)	<ul style="list-style-type: none">Learning: Educational achievement problemsLearning: School attendance problems	<ul style="list-style-type: none">Internet use: Cyberbullying victimization
Garzón	2019	Include: Experimental with control group	None specified	NA	None specified	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Intervention: Augmented reality (in schools)
Ghobadi	2018	Include: Cohort; Case-control; Cross-sectional Exclude: Interventions	None specified	2009–2014	Children; Adolescents	<ul style="list-style-type: none">Body composition	<ul style="list-style-type: none">TV programs and movies: Mealtime
Graham	2015	Include: Experimental; Quasi-experimental	None specified	2004–2011	School-age Children (Primary/Elementary School)	<ul style="list-style-type: none">Literacy: Writing	<ul style="list-style-type: none">Intervention: Writing feedback
Haghyoo	2022	Include: observational designs	None specified	2008–2021	10–20 years old	<ul style="list-style-type: none">Body composition: Overweight/obesity	<ul style="list-style-type: none">Screen use: General
Hammersley	2016	Include: Randomised controlled trials	None specified	2003–2013	Children; Adolescents	<ul style="list-style-type: none">Body composition	<ul style="list-style-type: none">Intervention: To promote healthy weight (obesity prevention)
Hao	2021	Include: Experimental with control group	None specified	2012–2018	preschool–college	<ul style="list-style-type: none">Learning: Second language vocabulary	<ul style="list-style-type: none">Intervention: English as foreign language
Hassan-Saleh	2019	Include: Experimental; Quasi-experimental	None specified	2008–2016	Children; Adolescents	<ul style="list-style-type: none">Literacy: Pronunciation	<ul style="list-style-type: none">Intervention: Pronunciation
He	2021	Include: Randomised controlled trials	None specified	2009–2018	6–18 years (8.9–16.8)	<ul style="list-style-type: none">Physical activity: General	<ul style="list-style-type: none">Intervention: To promote physical activity (via mobile phone)
Hernandez-Jimenez	2019	Include: Experimental; Quasi-experimental	None specified	2009–2017	Children; Adolescents	<ul style="list-style-type: none">Body composition	<ul style="list-style-type: none">Video games: Physically active
Hurwitz	2018	None	Include: North America	1997–2018	Early childhood/pre-school; School-age Children (Early Primary/Elementary)	<ul style="list-style-type: none">Literacy: General	<ul style="list-style-type: none">Intervention: Literacy videos
Ivie	2020	Include: Correlational studies	None specified	2012–2019	11–18 years (14.0–18.0)	<ul style="list-style-type: none">Psychological health: Depression	<ul style="list-style-type: none">Social Media: General
Janssen	2020	Include: Experimental; Cross-sectional; Longitudial	None specified	2007–2019	Children	<ul style="list-style-type: none">Sleep: Duration	<ul style="list-style-type: none">Screen use: General
Kates	2018	None	None specified	2008–2016	School-age Children	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Screen use: General (mobile phone)
Kim	2021	Include: experimental or quasi-experimental	None specified	2010–2018	Preschool to Grade 3 (3–9 years old)	<ul style="list-style-type: none">Learning: Literacy and numeracyLiteracy: GeneralNumeracy: General	<ul style="list-style-type: none">Screen use: Educational apps
Kroesberger	2003	Include: Within subject design; Between subject design	None specified	1985–1999	School-age Children (Primary/Elementary)	<ul style="list-style-type: none">Numeracy: General	<ul style="list-style-type: none">Intervention: Mathematics (via computer in classrooms)
Kucukalkan	2019	Include: Experimental	None specified	2007–2016	School-age Children (Primary/Elementary)	<ul style="list-style-type: none">Numeracy: General	<ul style="list-style-type: none">Intervention: Mathematics
Lanca	2020	Include: Cohort; Case-control; Cross-sectional; Intervention trials. Exclude: Case reports; Retrospective studies.	None specified	2007–2016	Children; Adolescents	<ul style="list-style-type: none">Eye health: Myopia	<ul style="list-style-type: none">Screen use: General
Li	2010	Include: Experimental; Quasi-experimental	None specified	1991–2005	School-age Children	<ul style="list-style-type: none">Numeracy: General	<ul style="list-style-type: none">Intervention: Mathematics
Li	2020	None specified	None specified	2005–2019	Infants, toddlers, and preschoolers (0–7 years)	<ul style="list-style-type: none">Body composition: Overweight/obesitySleep: Duration	<ul style="list-style-type: none">Screen use: General
Li	2022	Include: Randomised controlled trials	None specified	2012–2020	3–18 years	<ul style="list-style-type: none">Developmental: Gross motor (locomotor)Developmental: Gross motor (non-locomotor)Developmental: Gross motor (object control skills)	<ul style="list-style-type: none">Intervention: Active video games for motor skills
Li	2022	Include: experimental or quasi-experimental	None specified	2014–2021	None specified	<ul style="list-style-type: none">Learning: Computational thinking	<ul style="list-style-type: none">Computer use: Programming exercises
Liao	2008	Include: All quantitative designs	Include: Taiwan	1990–2003	School-age Children (Primary/Elementary)	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Intervention: Education (via computer)
Liao	2014	Include: Randomised controlled trials	None specified	1999–2012	Children; Adolescents (4.0–14.7)	<ul style="list-style-type: none">Body composition	<ul style="list-style-type: none">Intervention: Screen time reduction
Liu	2016	Include: Cross-sectional; Case-control; Longitudinal	None specified	2001–2014	All (10.9–18.0)	<ul style="list-style-type: none">Psychological health: Depression	<ul style="list-style-type: none">Screen use: General
Liu	2019	Include: All quantitative designs	None specified	2007–2014	All (13.3–16.6)	<ul style="list-style-type: none">Psychological health: AnxietyPsychological health: DepressionPsychological health: Satisfaction	<ul style="list-style-type: none">Social Media: Instant messagingVideo Games: General
Liu	2022	Include: studies with control group	None specified	NA	None specified	<ul style="list-style-type: none">Cognition: Creativity	<ul style="list-style-type: none">Screen use: General
Liu	2022	Include: Observational	None specified	2012–2021	10–19 years	<ul style="list-style-type: none">Psychological health: Depression	<ul style="list-style-type: none">Social Media: General (duration)
Lu	2021	Include: Cross-sectional only	China	2014–2018	Adolescents	<ul style="list-style-type: none">Psychological health: Negative coping stylePsychological health: Positive coping style	<ul style="list-style-type: none">Screen use: General (mobile phone addiction)
Madigan	2020	Include: Observational Exclude: Qualitative	None specified	1973–2019	Children (0.5–10.6)	<ul style="list-style-type: none">Literacy: General	<ul style="list-style-type: none">Intervention: Education (general)Screen use: GeneralScreen use: General (covieing)TV programs and movies: CovieingTV programs and movies: EducationalTV programs and movies: GeneralTV programs and movies: General (in background)
Major	2021	Include: Randomised controlled trials	Low- or middle-income per World Bank	2007–2020	5–18 years	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Intervention: Literacy (Abracadabra; in schools)
Mallawaarach	2022	Include: Cross-sectional or longitudinal	None specified	2014–2020	1–6 years & prior to school entry (1.4–6.4)	<ul style="list-style-type: none">Cognition: Cognitive FunctioningCognition: Executive FunctioningDevelopmental: GeneralDevelopmental: Language or speechPsychological health: Psychosocial factorsPsychological health: Self-regulationSleep: General	<ul style="list-style-type: none">Screen use: General (mobile phone or tablet)
Mares	2005	None	None specified	1969–1989	Children	<ul style="list-style-type: none">Aggression: Towards peersCognition: Reducing stereotypesProsocial Behavior: AltruismSocial Interactions: General	<ul style="list-style-type: none">TV programs and movies: General
Mares	2013	Exclude: Experimental	Exclude: North America	1973–2010	Children	<ul style="list-style-type: none">Cognition: Moral reasoning and perception of out-groupsLearning: GeneralLearning: Literacy and numeracyLearning: Physical and social environment	<ul style="list-style-type: none">Intervention: Sesame Street
Marker	2022	None specified	None specified	2001–15	None specified (6.0–12.2)	<ul style="list-style-type: none">Body composition	<ul style="list-style-type: none">Video games: General
Marshall	2004	None	None specified	1985–2002	Children; Adolescents	<ul style="list-style-type: none">Body compositionPhysical activity: General	<ul style="list-style-type: none">TV programs and movies: GeneralVideo games: General
Martins	2019	Include: All quantitative designs	None specified	2003–2018	All	<ul style="list-style-type: none">Aggression: Towards peers	<ul style="list-style-type: none">Screen use: General
Martins	2022	Include: Cross-over or parallel randomized controlled trials	None specified	2006–2017	1–18 years	<ul style="list-style-type: none">Diet: Food intake (calories)	<ul style="list-style-type: none">TV programs and movies: Mealtime
Mazeas	2022	Include: Randomised controlled trials	None specified	2015–2019	None specified (10.3–17.8)	<ul style="list-style-type: none">Physical activity: General	<ul style="list-style-type: none">Intervention: To promote physical activity (via gamification)
McArthur	2012	Include: Randomised controlled trials and quasi-RCTs. Include:	None specified	1994–2009	All (6.7–16.2)	<ul style="list-style-type: none">Literacy: Phonics	<ul style="list-style-type: none">Intervention: Literacy (phonics; via computer)
McArthur	2018	Randomised controlled trials and quasi-RCTs.	Include: English speaking countries	1994–2015	Children; Adolescents	<ul style="list-style-type: none">Literacy: General	<ul style="list-style-type: none">Intervention: Literacy
Mei	2018	Include: Randomised controlled trials and cross-sectional, case-control, and cohort studies	None specified	2004–2018	11–20 (13.5–16.8)	<ul style="list-style-type: none">Sleep: DurationSleep: ProblemsSleep: Time to fall asleep	<ul style="list-style-type: none">Screen use: General (excessive)
Merchant	2014	Include: Experimental with control group	None specified	NA	K–12	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Screen use: Virtual reality simulations (Educational)Screen use: Virtual reality worlds (Educational)Video games: Virtual reality (Educational)
Mori	2019	None specified	None specified	2013–2018	<18 years (12.3–16.7)	<ul style="list-style-type: none">Psychological health: InternalizingRisky behavior: DelinquencyRisky behavior: Drug useRisky behavior: Sexual activityRisky behavior: Sexual activity (contraception use)Risky behavior: Sexual activity (multiple partners)Risky behavior: Smoking	<ul style="list-style-type: none">Screen use: Sexting
Neitzel	2022	Include: random assignment or quasi-experimental	Include: United States, Europe, Israel, Australia, and New Zealand	2004–2020	Kindergarten–Grade 6	<ul style="list-style-type: none">Literacy: Reading	<ul style="list-style-type: none">Intervention: Reading (technology supported)
Oldrati	2020	Include: Group-control; Experimental design	None specified	2006–2018	School-age Children	<ul style="list-style-type: none">Cognition: Cognitive FunctioningCognition: Executive FunctioningCognition: Verbal skillsCognition: Visuospatial skillsNumeracy: GeneralPsychological health: Adjustment	<ul style="list-style-type: none">Intervention: Cognitive training
Paik	1994	None	None specified	NA	Children; Adolescents	<ul style="list-style-type: none">Antisocial Behaviour: General	<ul style="list-style-type: none">TV programs and movies: Violent content
Pearce	2016	Include: All quantitative designs	None specified	1986–2012	Children; Adolescents	<ul style="list-style-type: none">Psychological health: Internalizing	<ul style="list-style-type: none">TV programs and movies: Scary content
Peng	2011	None	None specified	2001–2010	Children; Adolescents	<ul style="list-style-type: none">Cardiometabolic health: Maximum oxygen consumptionPhysical activity: EnergyPhysical activity: Heart rate	<ul style="list-style-type: none">Video games: Physically active
Poorolajal	2020	Include: Observational	None specified	1995–2018	Children; Adolescents	<ul style="list-style-type: none">Body composition	<ul style="list-style-type: none">TV programs and movies: GeneralVideo games: General
Powers	2013	Include: Experimental or quasi-experimental designs	None specified	1985–2012	None specified	<ul style="list-style-type: none">Cognition: Information processing	<ul style="list-style-type: none">Video games: General
Prescott	2018	Include: Longitudinal	None specified	2008–2017	All (8.9–16.0)	<ul style="list-style-type: none">Aggression: Towards peers	<ul style="list-style-type: none">Video games: Violent content
Reynard	2022	None specified	None specified	2016–2020	8–14 years	<ul style="list-style-type: none">Psychological health: Emotion experiencePsychological health: Emotion regulation	<ul style="list-style-type: none">Intervention: To improve emotional regulationInterventions: To improve emotional regulation (via digital games)
Rodriguez-Rocha	2019	Include: Experimental; Quasi-experimental	None specified	1999–2018	All (4.5–15.4)	<ul style="list-style-type: none">Diet: Fruit and vegetable intake	<ul style="list-style-type: none">Intervention: Fruit and vegetable
Sadeghirad	2016	Include: Randomised controlled trials	None specified	1978–2014	Children; Adolescents (3.8–11.0)	<ul style="list-style-type: none">Diet: Unhealthy food choice	<ul style="list-style-type: none">Advertising: Unhealthy food
Scherer	2020	Include: Experimental or quasi-experimental designs	None specified	1973–2017	None specified (6.5–16.8)	<ul style="list-style-type: none">Learning: Programming skills	<ul style="list-style-type: none">Intervention: Education (programming)
Schroeder	2013	Include: Experimental; Quasi-experimental	None specified	2001–2009	All	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Intervention: With digital characters
Sciolti	2019	Include: Interventions	None specified	2009–2019	Children (4.3–6.1)	<ul style="list-style-type: none">Cognition: Executive functioning	<ul style="list-style-type: none">Intervention: Cognitive training
Shin	2019	Include: Interventions	None specified	2013–2018	Children; Adolescents (12.0–15.7)	<ul style="list-style-type: none">Body compositionDiet: Sugary drinksPhysical activity: GeneralScreen time: General	<ul style="list-style-type: none">Intervention: To promote health (via mobile phone app)Intervention: To promote health (via mobile phone)Intervention: To promote health (via text message)
Slavin	2014	Include: Randomised controlled trials; experimental; Observational	None specified	2000–2011	School-age Children (Primary/Elementary)	<ul style="list-style-type: none">Science: General	<ul style="list-style-type: none">Intervention: Science (in schools)
Strouse	2021	Include: experimental and quasi-experimental designs	None specified	1994–2019	Average 8 years, all must be less than 8 years (0.8–6.5)	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Screen use: Video (vs face-to-face)
Takacs	2014	Include: Experimental; Quasi-experimental	None specified	1980–2014	NA	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">e-Books: Narration
Takacs	2019	Include: Randomised controlled trials and quasi-RCTs.	None specified	2001–2016	Children	<ul style="list-style-type: none">Cognition: Executive Functioning (accuracy)Cognition: Executive Functioning (cognitive flexibility)Cognition: Executive Functioning (inhibition)Cognition: Executive Functioning (working memory)	<ul style="list-style-type: none">Intervention: Education (via computer)
Tekedere	2016	None	None specified	2010–2015	All	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Intervention: Augmented reality (in schools)
Tokac	2019	Include: designs with a control group	None specified	2006–2016	PreK–12th grade	<ul style="list-style-type: none">Numeracy: Mathematics	<ul style="list-style-type: none">Video games: Educational
Vahedi	2018	Include: Interventions (pre-post or controlled), Exclude: Cross-sectional	None specified	2015–2016	School-age Children (Middle/High School)	<ul style="list-style-type: none">Risky behavior: Media literacyRisky behavior: Risk taking (attitude)	<ul style="list-style-type: none">Intervention: Media literacy (web-based)
Vannucci	2020	Exclude: Qualitative; Case studies	None specified	2011–2018	Adolescents (12.6–18.0)	<ul style="list-style-type: none">Risky behavior: Risk taking (general)Risky behavior: Risky sexual behaviourRisky behavior: Substance abuse	<ul style="list-style-type: none">Social Media: General
Wang	2020	Include: longitudinal, cohort, case-control, cross-sectional, or controlled trials	None specified	2016–2020	<18 years (9.5–16.8)	<ul style="list-style-type: none">Eye health: Visual impairment	<ul style="list-style-type: none">Screen use: General (mobile phone)
Wouters	2013	Include: experimental designs	None specified	2005–2012	None specified	<ul style="list-style-type: none">Learning: Motivation	<ul style="list-style-type: none">Video games: Educational
Wouters	2013	Include: Experimental with control group	None specified	1993–2007	None specified	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Video games: Educational (with instructional support)
Xie	2018	Include: Experimental; Pre-test post-test	None specified	2010–2018	Children (1.8–5.9)	<ul style="list-style-type: none">Learning: General	<ul style="list-style-type: none">Intervention: Education (via touch screen)
Xie	2018						