Table. Search string as it was executed in Google Scholar

Query string	Time window and results obtained (the original language is kept)
First consultation	
["Computer games" OR "video games" OR "serious games" OR "simulation games" OR "games-based learning" OR "MMOG" OR "MMORPG" OR "MUD" OR "online games"] + [evaluation OR "impacts" OR "outcomes" OR "effects" OR "learning"]	With date between 2009 and 2019 about 324,000 results, without date about 957,000 results
Second consultation	
["Computer games" OR "video games" OR "serious games" OR "simulation games" OR "games-based learning" OR "MMOG" OR "MMORPG" OR "MUD" OR "online games"] + [education OR skills OR behavior OR attitude OR engagement]	With date between 2009 and 2019 about 322,000 results, without date about 806,000 results
Third consultation	
["Computer games" OR "video games" OR "serious games" OR "simulation games" OR "games-based learning" OR "MMOG" OR "MMORPG" OR "MUD" OR "online games"] + [motivation OR affect]	With date between 2009 and 2019 About 455,000 results, without date about 37,400 results