

Daily Mean Playtime Over Time

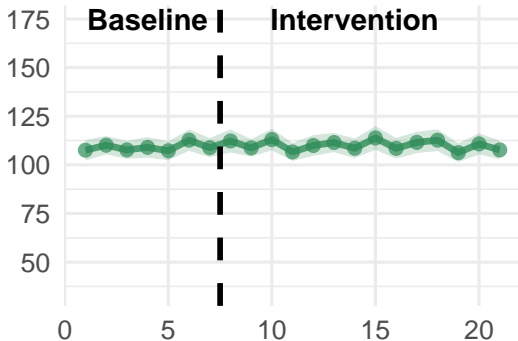
Gaming/screen time trends by study day with standard error bands

Mean Playtime (minutes per day)

Control Group

Baseline |

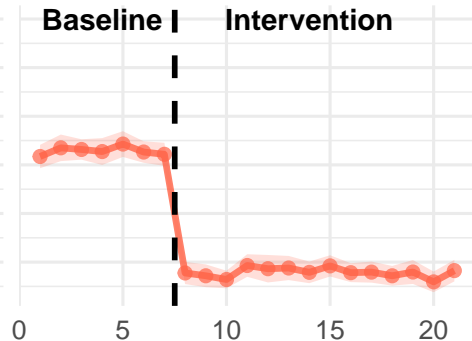
Intervention



Abstinence Group

Baseline |

Intervention



Study Day

Group



Control



Abstinence