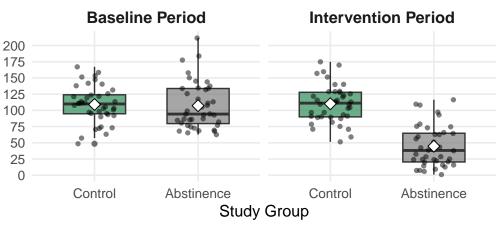
Average Daily Playtime by Group and Period Gaming/screen time reduction intervention effect



Group 🖶 Control