# List of the analyzed reviews

The complete list of reviews that we have analyzed in our experiments is the following:

[p1] Damasceno, E., Azevedo, A., & Perez-Cota, M. (2021, October). The State-of-the-Art of Business Intelligence and Data Mining in the Context of Grid and Utility Computing: A PRISMA Systematic Review. In International Conference on Software Process Improvement (pp. 83-96). Springer, Cham.

[p2] Bártová, B., Bína, V., & Váchová, L. (2022). A PRISMA-driven systematic review of data mining methods used for defects detection and classification in the manufacturing industry. Production, 32.

[p3] Ambros-Antemate, J. F., Beristain-Colorado, M. D. P., Vargas-Treviño, M., Gutiérrez-Gutiérrez, J., Hernández-Cruz, P. A., Gallegos-Velasco, I. B., & Moreno-Rodríguez, A. (2021). Software Engineering Frameworks Used for Serious Games Development in Physical Rehabilitation: Systematic Review. JMIR Serious Games, 9(4), e25831.

[p4] Hasantha, C. (2021). A systematic review of code smell detection approaches. Journal of Advancement in Software Engineering and Testing, 4(1).

[p5] Valentine, A., Vrbik, P., & Thomas, R. (2022, March). A systematic review of paper-based versus computer-based testing in engineering and computing education. In 2022 IEEE Global Engineering Education Conference (EDUCON) (pp. 364-372). IEEE.

[p6] Feher, K., & Katona, A. I. (2021). Fifteen shadows of socio-cultural AI: A systematic review and future perspectives. Futures, 132, 102817.

[p7] Yasin, A. A., & Abbas, A. (2021, April). Role of gamification in engineering education: A systematic literature review. In 2021 IEEE Global Engineering Education Conference (EDUCON) (pp. 210-213). IEEE.

[p8] Lauer-Schmaltz, M. W., Cash, P., Hansen, J. P., & Maier, A. (2022). Designing human digital twins for behaviour-changing therapy and rehabilitation: a systematic review. Proceedings of the Design Society, 2, 1303-1312.

[p9] Pirker, J., Dengel, A., Holly, M., & Safikhani, S. (2020, November). Virtual reality in computer science education: A systematic review. In 26th ACM symposium on virtual reality software and technology (pp. 1-8).

[p10] Alamri, R., & Alharbi, B. (2021). Explainable student performance prediction models: a systematic review. IEEE Access, 9, 33132-33143.

[p11] Liu, Z., Shore, J., Wang, M., Yuan, F., Buss, A., & Zhao, X. (2021). A systematic review on hybrid EEG/fNIRS in brain-computer interface. Biomedical Signal Processing and Control, 68, 102595.

[p12] Ometov, A., Molua, O. L., Komarov, M., & Nurmi, J. (2022). A survey of security in cloud, edge, and fog computing. Sensors, 22(3), 927.

[p13] Albuquerque, V., Sales Dias, M., & Bacao, F. (2021). Machine learning approaches to bike-sharing systems: A systematic literature review. ISPRS International Journal of Geo-Information, 10(2), 62.

[p14] Regona, M., Yigitcanlar, T., Xia, B., & Li, R. Y. M. (2022). Opportunities and adoption challenges of AI in the construction industry: a PRISMA review. Journal of Open Innovation: Technology, Market, and Complexity, 8(1), 45.

[p15] Ferdinansyah, A., & Purwandari, B. (2021, February). Challenges in combining agile development and CMMI: a systematic literature review. In 2021 10th International Conference on Software and Computer Applications (pp. 63-69).

[p16] Tan, X. J., Cheor, W. L., Yeo, K. S., & Leow, W. Z. (2022). Expert systems in oil palm precision agriculture: A decade systematic review. Journal of King Saud University-Computer and Information Sciences.

[p17] Bae, S. S., Zheng, C., West, M. E., Do, E. Y. L., Huron, S., & Szafir, D. A. (2022, April). Making Data Tangible: A Cross-disciplinary Design Space for Data Physicalization. In CHI Conference on Human Factors in Computing Systems (pp. 1-18).

[p18] Barrett, L., Hu, J., & Howell, P. (2022). Systematic review of machine learning approaches for detecting developmental stuttering. IEEE/ACM Transactions on Audio, Speech, and Language Processing.

[p19] Mittal, A., Dhalla, S., Gupta, S., & Gupta, A. (2022). Automated analysis of blood smear images for leukemia detection: a comprehensive review. ACM Computing Surveys (CSUR).

[p20] Abtahi, P., Hough, S. Q., Landay, J. A., & Follmer, S. (2022, April). Beyond Being Real: A Sensorimotor Control Perspective on Interactions in Virtual Reality. In CHI Conference on Human Factors in Computing Systems (pp. 1-17).

[p21] Lamond, M., Renaud, K., Wood, L., & Prior, S. (2022, September). SOK: young children's cybersecurity knowledge, skills & practice: a systematic literature review. In Proceedings of the 2022 European Symposium on Usable Security (pp. 14-27).

[p22] Gardner, T., Leonard, H. C., Waite, J., & Sentance, S. (2022, August). What do We Know about Computing Education for K-12 in Non-formal Settings? A Systematic Literature Review of Recent Research. In Proceedings of the 2022 ACM Conference on International Computing Education Research-Volume 1 (pp. 264-281).

[p23] Loh, H. W., Ooi, C. P., Seoni, S., Barua, P. D., Molinari, F., & Acharya, U. R. (2022). Application of Explainable Artificial Intelligence for Healthcare: A Systematic Review of the Last Decade (2011–2022). Computer Methods and Programs in Biomedicine, 107161.

[p24] Rogers, K., Karaosmanoglu, S., Altmeyer, M., Suarez, A., & Nacke, L. E. (2022, April). Much Realistic, Such Wow! A Systematic Literature Review of Realism in Digital Games. In CHI Conference on Human Factors in Computing Systems (pp. 1-21).

[p25] González-Calatayud, V., Prendes-Espinosa, P., & Roig-Vila, R. (2021). Artificial intelligence for student assessment: A systematic review. Applied Sciences, 11(12), 5467.