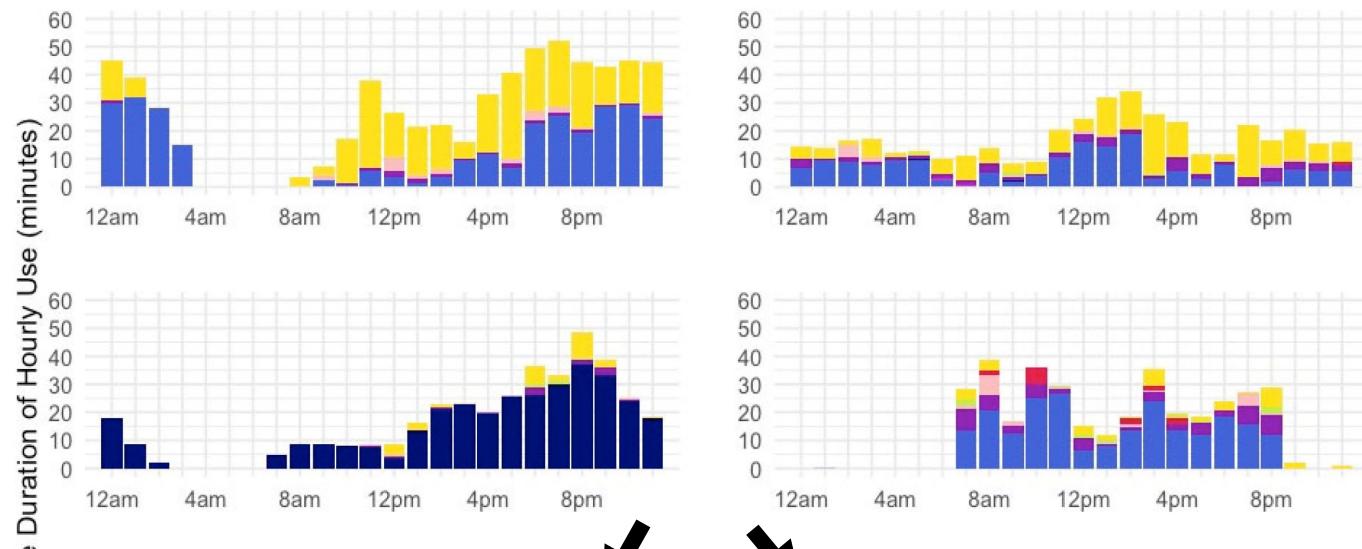


Mobile games:

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- Lower SES children played apps with more:
 - Manipulative design to encourage purchases, prolonged gameplay, or ad viewing
 - Collection and sharing of private identifiers

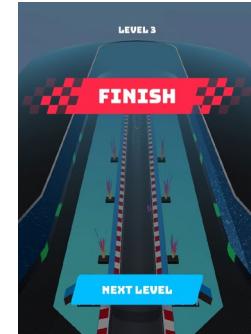


Meyer et al., JDBP 2018
 Zhao et al., JAMA Pediatrics 2020
 Radesky et al., JAMA Network Open 2022



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YouTube:

- Ad load highest in early childhood videos
- Low-educational quality, highly commercial content most prevalent
- Low racial/ethnic diversity
- Heuristics used in thumbnails include gender stereotypes, violent/prank themes, lavish excess

