

Item	Domain of Use	Description of Item Content	Points
1	Access	Presence of a bedroom screen (TV, game system, portable, computer w/Internet) Y/N	0-2
2	Access	Child has a portable device? Y/N	0-2
3	Access	Does child use during meals? Y/N	0-1
4	Access	Does child use on school nights? Y/N	0-1
5	Access	Does child use while waiting for things outside of house (e.g. in line)? Y/N	0-1
6	Frequency	Age started using any screen media Over 18 m/o (0), 13-18 (1), 0-12 (2)	0-2
7	Frequency	Hours per day of combined screen use Less than 1 (0), 1-2.9 (1), 3 or more (2)	0-2
8	Frequency	Child use at bedtime to help fall asleep? Never (0), Sometimes (1), Often (2)	0-2
9	Frequency	Child use to help calm down when upset? Never (0), Sometimes (1), Often (2)	0-2
10	Content	Use of violent media? Never (0), Sometimes (1), Often (2)	0-2
11	Content	Child chooses shows and/or downloads apps by himself/herself? Never (0), Sometimes (1), Often (2)	0-2
12	Content	Pace of most media used: slow more talking or singing (0), fast more action (1)	0-1
13a	Interactivity	Usually views TV/videos with grownup (0) or alone (1)?	0-1
13b	Interactivity	Usually uses video games/apps with grownup (0) or alone (1)?	0-1
14	Interactivity	During TV/movies, how often does grownup discuss and/or ask questions? Often (0), Sometimes (1), Never (2)	0-2
15	Interactivity	After watching or playing, how often does grownup discuss what it was about and/or why they liked it? Often (0), Sometimes (1), Never (2)	0-2
Total possible			0-26

Table 1: ScreenQ Content, Administration and Scoring. A total of 15 items distributed among 4 domains: access to screens, frequency of use, media content, and human interactivity/co-viewing. The administration form is scripted at a 6th-grade reading level. Total possible score is 26 points, with higher score reflecting greater developmental and health risk.