

Supplemental - Table 3. Detailed description of mobile phone app interventions

Source (Country)	Detailed Intervention Description
Lopez et al. [42] (Colombia)	<p>Purpose: Promote and deliver accurate sexual health information that would provide sexual education and improve knowledge about the sexual risk factors among young adults</p> <p>Intervention:</p> <ul style="list-style-type: none"> • DoctorChat is an app that allowed users to send inquiries on sexual and reproductive health topics through their mobile phones, and to receive personalized and accurate responses from a knowledgeable group of physicians • The app ran on 4 mobile platforms (iOS/iPhone, Android, RIM/Blackberry, and Symbian) • Once registered, participants received an automatic confirmation via email with their personal username and password to access the online survey • After completion of the pre-intervention online questionnaire, participants were able to download and use the DoctorChat mobile app • After the 6-month period, participants completed the post-intervention survey, which included questions on satisfaction with the app, to conclude the process
Zotti et al. [46] (Italy)	<p>Purpose: Improve oral hygiene compliance and oral health in orthodontic patients</p> <p>Intervention and Control:</p> <ul style="list-style-type: none"> • Both received standard of care, including: <ul style="list-style-type: none"> ◦ Standardized oral hygiene instructions ◦ Oral hygiene kit (toothpaste, toothbrush, mouthwash, interproximal brush, dental floss, and plaque-disclosing tablets) <p>Intervention:</p> <ul style="list-style-type: none"> • Had WhatsApp-based anonymous chat room “Brush Game” • Chat room was moderated by one of the study investigators • Patients used fictional names, and were forbidden from sharing photographs or information that would disclose their identity • Downloaded smartphone-specific video tutorials related to oral hygiene maintenance while on orthodontic treatment • Shared two self-photographs (selfies) every week to show their ability to maintain oral hygiene • Each Saturday, the moderator evaluated patients’ photographs and level of chat room participation, then published a ranking of the top 5 participants of the week in the chat room <ul style="list-style-type: none"> ◦ Participants were allowed to share information, pictures, and movies related to oral hygiene and orthodontic treatment
Pretlow et al. [50] (United States)	<p>Purpose: Improve weight management</p> <p>Intervention:</p> <ul style="list-style-type: none"> • Smartphone App <ul style="list-style-type: none"> ◦ To guard against unhealthy weight control strategies, the app’s provider platform contained range-settable alarm to notify the provider via e-mail if too much weight loss identified through daily weigh-ins checks ◦ Each participant was given with an iPhone 4S, a wireless Bluetooth body weight scale integrated with an app, and a digital food scale ◦ Participants had their mentors’ contact details (phone/e-mail) and were able to send them “eRoom” (text) messages ◦ Peer support as “weight loss buddies”, app bulletin boards and app buddy chat ◦ App buddies were matched for age, gender, and weight • Group meetings <ul style="list-style-type: none"> ◦ Four 2- to 4-hour face-to-face group meetings • Coaching/Mentoring: <ul style="list-style-type: none"> ◦ Weekly 15-minute call meetings between participants and their coaches or mentors • Other components:

	<ul style="list-style-type: none"> o Sequential withdrawal from problem foods, snacking, and excessive food amounts at meals o Participants weighted themselves daily o Support to help parents making the family home “problem food safe,” buying no snacks kids o Elimination of snacking <p>Withdrawal from excessive food amounts at home meals</p>
<p>Direito et al. [51] (New Zealand)</p>	<p>Purpose: To improve cardiopulmonary fitness in insufficiently active healthy young people</p> <p>Intervention:</p> <ul style="list-style-type: none"> • Commercially available apps targeting fitness of the most popular downloaded apps in the Health and Fitness Category of the iTunes New Zealand store available on iTunes and Google Play Store • Two apps included: <ul style="list-style-type: none"> o An immersive app: Zombies, Run! 5K Training app with a game-themed design embedded with a story where the user is trained to collect supplies and protect a town from zombies o A non-immersive app: Get Running-Couch to 5k app • Both apps: <ul style="list-style-type: none"> o Consisted of a fully automated 8-week training designed to improve fitness and ability to run 5 km o Provided information on running and technique, audio instructions on how to perform the training components, and tracked and displayed progress throughout the program o Included the ability to work out with music on the device’s library and links to associated websites to interact with other users • Participants were encouraged to use their app 3 times per week and work their way through each of the workouts, but because this was a pragmatic study, access and usage was allowed to vary • No co-interventions, no supplementary modes of delivery, nor usage of prompts (i.e., emails, phone calls, SMS text message) to use the app <p>Control:</p> <ul style="list-style-type: none"> • Participants were asked to continue with their usual physical activities. Both apps were provided (free of charge) to participants after trial completion. <p>Intervention and Control:</p> <ul style="list-style-type: none"> • Participants were instructed to wear the accelerometer (Actigraph GT1M) on their right hip during waking hours for 7 days after each assessment