

Supplemental Material

S3. Included study authors and date, study type, N, age, tasks and measures.

Study	Methods	<i>N</i>	Age (SD), Sex	Cellphone Tasks	Included Performance Measures
Banducci et al. (2016)[37]	Experiment, CAVE Virtual reality Simulator	32	<i>M</i> = 22.28 (3.04), 12 males	Talking, Texting	Initiation Duration, Crossing Duration
Byington & Schwebel (2013)[23]	Experiment, Virtual pedestrian environment	92	<i>M</i> = 19.05 (1.18), 24 males	Emailing/ Mobile Internet Browsing	Initiation Duration, Looking, Hits, Close Calls, Missed Opportunities
Chaddock, Neider, Lutz, Hillman & Kramer (2012)[24]	Experiment, Simulation, Treadmill	26	<i>M</i> = 9.1 (0.58), 12 males	Listening to Music, Talking	Initiation Duration, Looking, Crossing Duration
Jiang et al. (2018) [38]	Experiment, Intersection crosswalks	28	<i>M</i> = 20.6 (2.23), 17 males	Talking, Texting, Listening to Music	Looking, Initiation Duration
Murray (2006, Exp. 1)[39]	Experiment, Virtual environment	50	<i>M</i> = 21.24 (1.94), 25 males	Talking	Hits, Close Calls, Missed Opportunities
Murray (2006, Exp. 2)[39]	Experiment, Virtual environment	35	<i>M</i> = 21.5 (2.26), 6 males for 19 younger adults; <i>M</i> = 54.5 (4.16), 5 males for 16 older adults	Talking	Hits, Close Calls, Missed Opportunities
Murray (2006, Exp. 3)[39]	Experiment, Virtual environment	20	<i>M</i> = 20.8 (2.14), 9 males	Talking	Looking

Distracted Pedestrian Behaviour

Study	Methods	<i>N</i>	Age (SD), Sex	Cellphone Tasks	Included Performance Measures
Neider et al. (2010)[40]	Experiment, CAVE Virtual reality Simulator	36	<i>M</i> = 21.75, 17 males	Listening to Music, Talking	Hits, Initiation Duration, Crossing Duration, Looking
Neider et al. (2011)[41]	Experiment, CAVE Virtual reality Simulator	36	<i>M</i> = 22 (2.50), 9 males for 18 younger participants; <i>M</i> = 73 (5.33), 11 males for 18 older participants	Listening to Music, Talking	Hits, Initiation Duration, Crossing Duration, Looking
Rahimian et al. (2016)[42]	Experiment, Pedestrian simulator	32**	Age unclear; 16 males	Texting	Crossing Duration, Hits and Close Calls, Looking
Rahimian et al. (2018)[43]	Experiment, Pedestrian simulator	32**	Age unclear; 16 males	Texting	Initiation Duration, Crossing Duration, Hits, Looking
Schwebel et al. (2012)[44]	Experiment, Simulation, Virtual reality	138	<i>M</i> = 20.91 (4.50), 50 males	Listening to Music, Texting, Talking	Hits, Looking, Missed Opportunities
Stavrinou, Byington & Schwebel (2011, Exp. 1)[45]	Experiment, Simulation, Virtual reality	108	<i>M</i> = 20.71 (4.20), 45 males	Talking	Hits and Close Calls, Looking, Missed Opportunities
Stavrinou et al. (2011, Exp. 2)[45]	Experiment, Simulation, Virtual reality	59	<i>M</i> = 19.78 (3.00), 27 males	Talking (includes naturalistic conversation, spatial task, mental arithmetic task)	Hits and Close Calls, Looking, Missed Opportunities

Distracted Pedestrian Behaviour

Study	Methods	<i>N</i>	Age (SD), Sex	Cellphone Tasks	Included Performance Measures
Stavrinos, Byington & Schwebel (2009)[26]	Experiment, Simulation, Virtual environment	77	<i>M</i> = 10.88 (1.53), 40 males	Talking	Initiation Duration, Hits and Close Calls, Looking
Stratton, Pilutti, Crowell, Kaczmariski & Motl (2017)[46]	Experiment, CAVE Virtual Reality Simulator	19*	<i>M</i> = 51.2 (10.7), 3 males	Talking	Initiation Duration, Crossing Duration, Looking
Tapiro, Oron-Gilad & Parmet (2016)[47]	Experiment, Dome projector, Pedestrian simulator	52	<i>M</i> = 25.4 (1.8) for 14 adults; <i>M</i> = 7.8 (0.7) for 11 children in youngest group; <i>M</i> = 9.7 (0.7) for 18 children in middle group; <i>M</i> = 12 (1.0) for 9 children in oldest group	Talking (includes naturalistic conversation, visual search task, arithmetic task)	Initiation Duration

*Only healthy control data from this paper were included in this meta-analysis.

**Data from participants in the “alert” experimental condition excluded.