

INPLASY PROTOCOL

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Corresponding author:
Chunqing Liu

lcqpe2021@gmail.com

Author Affiliation:
Universiti Putra Malaysia.

Support: None.

Review Stage at time of this submission: The review has not yet started.

Conflicts of interest:
None declared.

The effects of active video games on weight loss among overweight and obese adolescents: A systematic review

Liu, CQ¹; Soh, KG²; Mai, YQ³.

Review question / Objective: The effect of active video games on weight loss among overweight and obese.

Patient, Participant, or population: Overweight and obese.

Intervention: Active video games.

INPLASY registration number: This protocol was registered with the International Platform of Registered Systematic Review and Meta-Analysis Protocols (INPLASY) on 23 November 2022 and was last updated on 10 December 2022 (registration number INPLASY2022110116).

INTRODUCTION

Review question / Objective: The effect of active video games on weight loss among overweight and obese.

Condition being studied: None.

METHODS

Participant or population: Overweight and obese.

Intervention: Active video games.

Comparator: None.

Study designs to be included: RCT, Pre-post test.

Eligibility criteria: Not in English, Newspaper /Conference, Not full-text articles, etc.

Information sources: None.

Main outcome(s): None.

Quality assessment / Risk of bias analysis:
Prado scale.

Strategy of data synthesis: None.

Subgroup analysis: None.

Sensitivity analysis: None.

Country(ies) involved: Malaysia and China.

Keywords: exergam*;active video game;
weight; BMI; overweight; obesity.

Contributions of each author:

Author 1 - Chunqing Liu.

Email: lcqpe2021@gmail.com

Author 2 - kim Geok Soh.

Email: kim@upm.edu.my

Author 3 - Yiqiang Mai.

Email: maiyiqiang929@126.com