

Supplemental Table A: Logistic regression model of Child games console time (some vs. none) predicted by parental games console time, parental attitudes and media equipment (n=733)*

	OR	95% CI	P
Parental games console time (some – ref = none)	6.30	3.83 to 10.37	< 0.001
# SV items in house	1.40	1.23 to 1.58	< 0.001
# SV items in child bedroom	1.32	1.16 to 1.50	< 0.001
SV is valuable family time	1.05	0.86 to 1.27	0.633
SV keeps children entertained	1.22	0.99 to 1.48	0.059
SV is relaxing for children	0.91	0.74 to 1.13	0.374
SV helps to educate children	1.03	0.83 to 1.29	0.772

* **Models are all mutually adjusted for the variables listed above as well as parental education, parental age and number of children**

SV = Screen-viewing