

Supplementary File C. Settings and motivation/intent of engagement in SAB

	Settings	Motivation/Intention mentioned by young people in Sample
Besnard E, <i>et al</i> , 2012[44]*	"As regards to the context of this practice, in general they played it at home, at friends' houses or at school."	<ul style="list-style-type: none"> • Entertainment (61.53%) • Curiosity (7.69%) • Depression (15.38%) • No response (15%)
Bonnelye G, 2007[45]* †	<ul style="list-style-type: none"> • At school, in the playground (73%) • In their neighbourhood (46%) • At an outdoor facility (19%) • At a friend's house (17%) • At home (16%) • On summer camp (14%) • On holiday with cousins or friends (10%) • Don't know (13%) 	<ul style="list-style-type: none"> • "Everyone plays them/I want to do what my friends are doing" (59%) • "It's fun" (46%) • "To prove my strength" (13%) • "To show I'm not scared" (8%) • "I felt forced to do it" (7%)
Diaz Jimenez E, <i>et al</i> , 2014[48]*	<ul style="list-style-type: none"> • Friend's house (50%) • School (27%) 	<ul style="list-style-type: none"> • Curiosity (55%) • Experimentation (2%) • Peer pressure (30%)
IPSOS, 2012[50]*	<ul style="list-style-type: none"> • In the playground (82%) • In the canteen (15%) • At school (86%) • At own house (10%) • In an outdoor place/on summer camp (7%) • At sports club (6%) • At boarding school (1%) • Somewhere else (10%) • Could not say (1%) 	<ul style="list-style-type: none"> • Because everyone/friends are playing it" (50%) • "It's a craze" (32%) • "Because it's a funny game and it gives me strange/weird feelings" (16%) • "To be part of my group of friends" (14%) • "To unwind" (9%) • "Could not say" (3%)

Notes: *Based on translations of the foreign language studies. †Investigated engagement in dangerous games including SAB.