Article:

Authors	Types of amblyopes included	Total Participants n =	Age Range	Test Group n =	Control Group n =	Length of study	Study group treatment	Control group treatment	Visual gains in treatment group	Visual gains in control group	Follow up group	Length of Follow up	Other significant findings
Vedamurthy[72]	Anisometropic Strabismus	38	19 - 66 years	23	15	40 hours of treatment Sessions were 90 – 120 minutes	Dichoptic action video game	Monocular action movies (patched)	0.14 +/- 0.01 logMAR	0.07 +/- 0.03 logMAR	35	2 months	Anisometropic amblyopies did better in the movie group vs game group
Li[73]	Not specified	18	Adults - ages not specified	9	9	4 weeks - Active treatment was a one hour session per day for two weeks	Dichoptic Tetris (2 weeks)	Monocular tetris (2 weeks monocular followed by 2 weeks binocular)	t8 = 12.4 p=<0.001	t8 = 2.5 p=0.04	5	3 months	There was a four-fold improvement in stereopsis and reduction in suppression for the dichoptic group
Bossi[74]	Anisometropic Strabismic Combined	22	3.5 -11.3 years	22	-	24 weeks (8 week pilot study included in analysis)	BBV of dichoptic movies (1 hour per day)	-	0.27 +/- 0.22 logMAR P=<0.001	-	11 7	47 weeks +/-10 weeks 95 +/- 30 weeks	Seven out of the 11 follow up patients received standard treatment following their BBV treatment
Mansouri[75]	Anisometropic Strabismic	22	5 - 73 years	22	-	6 weeks (18 two hour sessions)	Random dot kinematograms	-	0.34 logMAR	-	21	6 months	Visual gains made during treatment were mostly maintained at the 6 month follow up appointment
Knox[76]	Anisometropic Strabismic Combined	14	5 – 14 yesrs	14	-	1 week – 5 one hour sessions	Dichoptic Tetris	-	0.09 logMAR	-	-	-	Only 6 participants achieved clinically significant visual gains >0.1 logMAR
Rajavi[77]	Unilateral Deviation <10pd	50	3 – 10 years	25	25	2 months	One month of I-BiT (6.6hr total) + patching, followed by one month of patching alone	Two months of patching – 1 hour per line of IOD in BCVA	1st month – 0.17 +/- 0.09 logMAR 2nd month – 0.18 +/- 0.09 logMAR	1st month- 0.06 +/- 0.08 logMAR 2nd month – 0.14 +/- 0.11	-	-	
Gao[79]	Anisometropic Strabismic Combined	115	Not stated.	56	59	6 weeks – one hour daily	Dichoptic Tetris	Placebo Tetris	0.06 +/- 0.12 logMAR n = 50	0.07 +/- 0.10 logMAR n = 57	test group - 48 control group - 51	18 weeks	Results of any visit after the 6 week visit were not discussed in this paper

Holmes[80]	Anisometropic Strabismic Combined	385	5 – 13 years	190 177 were included in primary analysis	195 186 were included in primary analysis	16 weeks	Dichoptic Tetris for 1 hour a day	Patching 2 hours a day	1.08 lines n = 177	1.32 lines n = 186	-	-	66.7% and 92.5% of participants reported a >75% compliance rate with the iPad and patching treatment respectively. Logs on iPad showed only 22.2% of participants completed >75% of prescribed treatment
PEDIG[81]	Anisometropic Strabismic Combined	138	7-12 years	69	69	16 weeks	Binocular Dig Rush game for 1 hour 5 times a week for 8 weeks	Full time glasses wear For 8 weeks	At the end of 8 weeks 1.3 logMAR	At the end of 8 weeks 1.7 logMAR	-	-	At the 8 week visit 99% control group participants chose to complete 8 weeks of binocular therapy. Only 15% cohort achieved >75% compliance. The mean change in VA at 16 weeks was 0.4 letters with no change in stereoacuity
Herbison[82]	Anisometropic Strabismic Combined	75	4-8 years	2 test groups I-Bit DVD = 24 I-Bit Game= 26	25	10 weeks	I-Bit DVD and I-Bit Game 30 minutes weekly for 6 weeks	Non- I-Bit Game 30 minutes weekly for 6 weeks	At end of treatment (6 weeks) I-Bit DVD 0.1 logMAR I-Bit Game= 0.06 logMAR At 10 weeks I-Bit DVD 0.07 logMAR I-Bit Game= 0.07 logMAR	At end of treatment (6 weeks) 0.02 At 10 weeks 0.06	I-Bit DVD = 23 I-Bit Game= 26 Non I-Bit Game = 22	4 weeks	Study reported excellent compliance rate but it utilized in-office therapy. The continued improvement of the control group from week 6 to the follow up appointment at week 10 was not addressed