

Välfärdsteknik - digitala verktyg som social stimulans för äldre personer med eller vid risk för psykisk ohälsa.
 En kartläggning av systematiska översikter, rapport 268 (2017)

Bilaga 3 Översikter med låg metodologisk kvalitet
Appendix 3 Systematic reviews with high risk of bias

Reference	No answer to AMSTAR question number
Blaschke CM, Freddolino PP, Mullen EE. Ageing and technology: A review of the research literature. Br J Soc Work 2009;39:641-56.	2, 3, 6, 7, 10, 11
Broekens J, Heerink M, Rosendal H. Assistive social robots in elderly care: A review. Gerontechnology 2009;8:94-103.	6, 7, 8, 10, 11
Chao YY, Scherer YK, Montgomery CA. Effects of using Nintendo Wii exergames in older adults: a review of the literature. J Aging Health 2015;27:379-402.	2, 3, 7, 8
Cohen-Mansfield J, Perach R. Interventions for alleviating loneliness among older persons: a critical review. Am J Health Promot 2015;29:e109-25.	2, 3, 7, 8, 10, 11
Damant J, Knapp M, Freddolino P, Lombard D. Effects of digital engagement on the quality of life of older people. Health Soc Care Community 2016.	2, 3, 7, 8, 10, 11
Hagan R, Manktelow R, Taylor BJ, Mallett J. Reducing loneliness amongst older people: a systematic search and narrative review. Aging Ment Health 2014;18:683-93.	2, 7, 8, 10, 11
Hall AK, Chavarria E, Maneeratana V, Chaney BH, Bernhardt JM. Health benefits of digital videogames for older adults: A systematic review of the literature. Games Health J 2012;1:402-10.	7, 8, 10
Khosravi P, Ghapanchi AH. Investigating the effectiveness of technologies applied to assist seniors: A systematic literature review. Int J Med Inform 2015;85:17-26.	3, 6, 7, 8, 10, 11
Khosravi P, Rezvani A, Wiewiora A. The impact of technology on older adults' social isolation. Comput Human Behav 2016;63:594-603.	3, 6, 7, 8, 10, 11

Reference	No answer to AMSTAR question number
Li J, Theng YL, Foo S. Effect of exergames on depression: A systematic review and meta-analysis. Cyberpsychol Behav Soc Netw 2016;19:34-42.	2, 7, 8, 10, 11
Marston HR, Smith ST. Interactive videogame technologies to support independence in the elderly: A narrative review. Games Health J 2012;1:139-52.	2, 7, 8, 10, 11
Nef T, Ganea RL, Müri RM, Mosimann UP. Social networking sites and older users – A systematic review. Int Psychogeriatr 2013;25:1041-53.	7, 8, 10
Verheijden Klompstra L, Jaarsma T, Strömberg A. Exergaming in older adults: A scoping review and implementation potential for patients with heart failure. Eur J Cardiovasc Nurs 2014;13:388-98.	4, 7, 8 ,10