

Multimedia Appendix 5

Code System

| List of Codes | Frequency |
|--------------------------------------|-----------|
| Code system | 724 |
| • Bibliographic data | 99 |
| • Type of publication | 6 |
| • Author | 24 |
| • Title | 5 |
| • Year of publication | 6 |
| • Journal / conference (proceedings) | 6 |
| • Affiliation | 20 |
| • Other | 1 |
| • Tech | 1 |
| • Health | 0 |
| • General medicine / other medicine | 13 |
| • Pediatrics | 5 |
| • Country | 12 |
| • Challenges | 38 |
| • Public health challenges | 0 |
| • Evaluation | 1 |
| • Data / information acquisition | 12 |

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| ● Resources | 4 |
| ● Injury circumstances | 8 |
| ● Challenges of treatment | 0 |
| ● Access to medical specialists | 1 |
| ● Pain | 0 |
| ● Injury itself | 6 |
| ● Technological challenges | 6 |
| ● Demand | 1 |
| ● Accessibility | 4 |
| ● Financial issues | 1 |
| ● App description | 0 |
| ● App elements | 0 |
| ● Visual elements | 8 |
| ● Tailored information | 20 |
| ● Identify injury hazards | 0 |
| ● Scanner / barcode entry | 2 |
| ● Checklist | 3 |
| ● Providing information / content | 0 |
| ● External links | 3 |

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| ● Recommendations | 15 |
| ● Data download | 2 |
| ● Reminders / follow-ups | 3 |
| ● App topic | 0 |
| ● Objectives | 24 |
| ● Technological objectives | 9 |
| ● Accessibility | 4 |
| ● Inclusiveness | 1 |
| ● Efficiency / effectiveness | 3 |
| ● Knowledge increase | 2 |
| ● Tailor-made information | 1 |
| ● Reliability / improve accuracy of judgement | 2 |
| ● Public health objectives | 15 |
| ● Evidence-informed policies | 2 |
| ● Improve accessibility | 4 |
| ● Increasing knowledge & awareness | 8 |
| ● Injury reduction | 1 |
| ● Affected children | 7 |
| ● Target users | 0 |

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| ● The public | 2 |
| ● Parents & caregivers | 7 |
| ● Medical staff | 1 |
| ● Patients | 0 |
| ● Type of injury / pain | 0 |
| ● Injury | 0 |
| ● Specific | 5 |
| ● General | 2 |
| ● Pain | 0 |
| ● Development of the app | 0 |
| ● Developers | 23 |
| ● Public organisations | 3 |
| ● Medical institutions | 7 |
| ● Universities | 4 |
| ● Companies | 2 |
| ● Users and / or public | 7 |
| ● NGOs | 6 |
| ● Development process | 0 |
| ● Pilot project | 1 |

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| ● Development prior app manifestation | 7 |
| ● Other | 2 |
| ● Stakeholder involvement | 0 |
| ● Others | 4 |
| ● Target users | 4 |
| ● Study design | 0 |
| ● Theoretical base (models, effects, constructs) | 1 |
| ● Research questions / objectives | 11 |
| ● Methods | 0 |
| ● Data collection methods | 23 |
| ● Quantitative | 0 |
| ● Survey | 12 |
| ● App utilisation | 5 |
| ● Qualitative | 0 |
| ● Focus groups | 8 |
| ● Interview / open ended questions | 2 |
| ● Participatory observation | 2 |
| ● Data analysis methods | 22 |
| ● Quantitative | 6 |

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| ● Qualitative | 4 |
| ● Triangulation | 1 |
| ● Study population | 0 |
| ● Sample of the study population / sample description | 6 |
| ● Geographical location | 7 |
| ● Demographics | 0 |
| ● Role | 0 |
| ● Developers or development-associated actors | 1 |
| ● Other | 7 |
| ● "Origin" | 4 |
| ● Gender | 5 |
| ● Age | 6 |
| ● Sample size | 6 |
| ● Evaluation / empirical testing | 0 |
| ● Variables | 0 |
| ● App | 0 |
| ● Issues / limitations (eg, concerning data) | 2 |
| ● Functionality | 2 |
| ● Usability / user experience | 12 |

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| ● Interactivity / navigation | 3 |
| ● Look / appearance / aesthetics | 6 |
| ● User | 12 |
| ● Attitudes / motivations | 7 |
| ● Awareness / knowledge / previous experience | 4 |
| ● Demographics | 1 |
| ● Results / outcome | 0 |
| ● Feedback on tailoring information | 2 |
| ● Feedback on usability | 1 |
| ● Feedback on safety of app recommendations | 1 |
| ● Study participants | 94 |
| ● Not identifiable | 22 |
| ● Health professionals | 7 |
| ● Professional caregiver | 0 |
| ● Private caregiver | 65 |
| ● Barriers or facilitators to safety behaviour or app use | 0 |
| ● Barriers to safety behaviour: feeling overwhelmed | 1 |
| ● Barriers to app use: unfamiliarity of features | 2 |
| ● Facilitator to safety behaviour: awareness / knowledge | 2 |

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| ● Facilitator to safety behaviour: risk perception | 1 |
| ● Barriers to safety behaviour: social environment | 1 |
| ● Facilitator to app use: trust | 3 |
| ● Barriers to app use: being unaware of the app | 2 |
| ● Barriers to safety behaviour / app use: resources | 5 |
| ● User needs / criticism / ideas for improvement | 5 |
| ● Visual support but avoiding distressing images | 1 |
| ● Not all features used (negative preferences) | 2 |
| ● Criticism: avoiding trivial information | 1 |
| ● Simple language | 3 |
| ● Needs: trust / credibility | 1 |
| ● Needs: clear communication of the purpose | 1 |
| ● Needs: additional resources | 3 |
| ● Influences of demographic variables | 11 |
| ● General evaluation | 9 |
| ● Behavioural (intention) change | 7 |
| ● Learning and awareness | 9 |
| ● Emotions associated with app usage | 5 |
| ● Feedback on appearance / visualisations | 2 |

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| ● Feedback on style of language / understandability | 3 |
| ● Feedback on presentation / layout | 1 |
| ● App efficiency / speed | 4 |
| ● Limitations | 20 |
| ● Application | 2 |
| ● Study | 0 |
| ● Study design | 4 |
| ● Sample | 5 |
| ● Biases | 3 |
| ● Missing / incomplete data | 4 |
| ● Outlook | 0 |
| ● Future research | 0 |
| ● Warning | 1 |
| ● Exploration | 1 |
| ● Evaluation | 3 |
| ● Future use | 0 |
| ● Relevance | 9 |
| ● App maintenance | 1 |
| ● App improvement | 0 |

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|---------------------------|---|
| ● Add resources | 2 |
| ● Add features or content | 7 |
