Multimedia Appendix 1 Overview over behavior change theories, frameworks, models and techniques used in the included PT of health.

Figure 1. The frequencies of the adopted theories. EMA: Ecological Momentary Assessment; MI: Motivational Interviewing theory; TTM: Transtheoretical Model; I.B.C.M: Integrated Behavior change model; TPB: Theory of Planned behavior; SDT: self-determination Theory; SCT: Social cognitive theory; FRAMES: Feedback, Responsibility, Advice, Menu of options, Empathy, and Self-efficacy; GST: Goal-setting Theory; HF: Habit Formation; TT: Temporal Tensions; NRT: Narrative transportation theory; CBT: Cognitive behavioral theory; HBM: Health Belief Model; SRT: Self-Determination Theory; WMT: Wellness Motivation theory; TRA: Theory of reasoned action; KAB: Knowledge-attitude behavior.

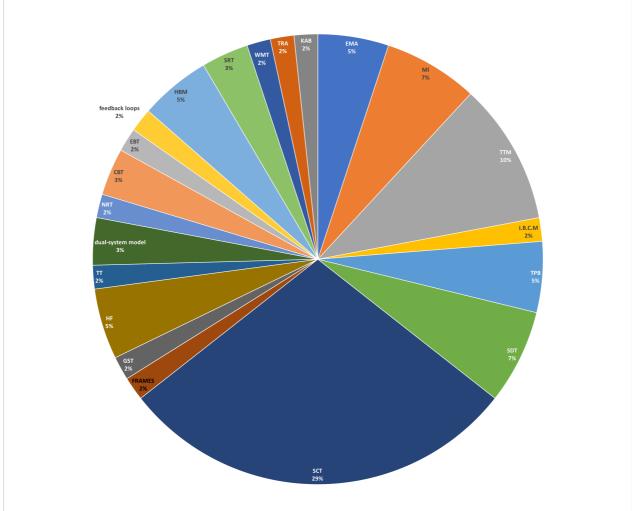


Figure 2. The frequencies of the development framework/models adopted. PSD: persuasive system design; BCW: Behavior Change Wheel; BITF: Behavior Intervention technology framework; IM: Intervention mapping; TDF: Theoretical Domains framework; STAR: Spiral Technology Action Research (STAR) model; UCD: User centered design; RE-AIM Reach, Effectiveness or efficacy, Adoption, Implementation, Maintenance; IDEAS: Integrate, Design, Assess, and Share; FBM: Fogg behavior model.

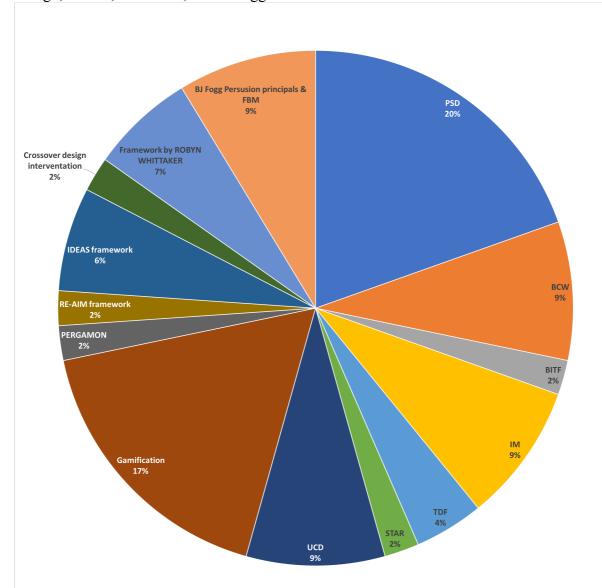


Table 1. The frequencies and references to all the adopted technologies.

Technology	Frequency	Reference
Mobile app	55.5%	[1][2][3][4][5][6][7][8][9][10][11][12][13]
	(62/118)	[14][15][16][17][18][19][20][21][22][23][
		24][25][26][27][28][29][30][31][32][33][3
		4][35][36][37][38][39][40][41][42][43][44
][45][46][47][48][49][50][51][52][53][54]
		[55][56][57][58][59][60][61][62]
SMS	21.1%	[1][2][63][64][65][66][67][68][69] [70]
	(25/118)	[71][72][73][74][75][69][76][77][78]
		[79][80] [81][82][83][84]
Web	19.4%	[1][63] [5][85][86][87][88][89][27]
	(23/118)	[90][91][92][72] [38][46][93][94][95][96]
		[81][97][98][99]
Pedometers, sensors	16.1%	[63][10][100][101][22][23][31][102][41][
and wearable	(19/118)	73][48][52][53][78][97][60][103] [61]
devices etc.		[62]
Others	09.3%	Bluetooth Inhaler [12], haptic assisted
	(11/118)	physio-therapeutic system [26], virtual
		environment technology [104][105][106],
		telemonitoring [41], Interactive voice
		response technology [107][95], interactive
		posters [108], Augmented Bin [109] PDA
C	(770/	[110]
Game	6.77%	[85][111][112][113][114][25][115][116]
D1-4	(8/118)	[12][27][22] [102]
Desktop app	3.3%	[12][27][32] [103]
G : 1 4 1	(4/118)	[100][117][(0]
Social networks	2.5%	[109][117][60]
	(3/118)	

Table 2. Behavior change techniques included in the studies.

Technique	Usage count	Reference
Goal setting	42	[3][14][63][5][8][10][11][100][86][112][8
		7][88][17][18][19][20][68][23][28][30][34
] [70][35][90] [37][39][41][72][107][42]
		[73][45] [48][118][53][119][80][57][81]
		[98][103][99]
Self-monitoring	39	[3][63][85][11][13][100][15][16][112][18]
		[19][20][68][25][28][29][30][32][102][34]
		[70][35][92][71][40][41][72][107][44][49]
		[94][95][110][57][98][60][84][103][43]
Motivation	34	[2][63][4][6][9][10][111][14][67][25][27][
		31][69][70][104][91][92][38][39][42][73][
		44][109][105][48][115][76][54][80][58][6
		0][61][99]

Feedback	33	[1][3][63][9][11][113][87][18][19][21][10 1][68][23][26][27][29][30][31][34][36][39][71][108][72][107][52][53][110][79][57][97][84][99]
Social support	21	[3][4][6][15][17][68][23][24][30][31][69][70][91][43] [94][117][54][79][57][98][60]
Self-belief/ Self- efficacy	14	[4][68][23][29][70][92][38][105][106][79] [119][120][82][103]
Self-management	10	[5][7][65][22][43][46][47][50][51][58]
Reward/incentive	13	[85][8][111][87][114][18][21][23][33][49] [79][99][62]
Self-regulation	8	[4][100][33][34][37][42][93][79]
Education/informati	26	[63][64][4][5][85][9][66][12][113][87][11
on		4][18][19][68][23][24][33][35][38][43][45
][75][119][80][57][59]
Tailoring/Personaliz	3	[6][17][58]
ation		
Distraction	3	[6][68][54]
Discrepancy	2	[3][18]
between current		
behavior and goal		
Credible Source	2	[3][18][57]
Framing/reframing	2	[18][68]
Graded task	3	[3] [68][23]
Prompt/Cues	5	[18] [68][72][53][57]
Salience of	5	[3] [68][79][80][57]
Consequences		
Skill training	3	[4][119][58]
Positive Psychology	1	[13]
technique		
Reminder	2	[113][20][94][121][76][77][78]
Reinforcement	4	[113][52][121][77]
Social Comparison	2	[18][62]
empowerment	1	[61]

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