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Supplementary material

Table 1. Intercoder agreement for including or excluding records based on their focus on eudaimonia

	Pair 1 (*n* = 281 records)		Pair 2 (*n* = 281 records)	
	Rater A	**Rater B**	**Rater A**	**Rater B**
Exclusion	210 (74.7%)	222 (79.0%)	256 (91.1%)	257 (91.5%)
Inclusion	71 (25.3%)	59 (21.0%)	25 (8.9%)	24 (8.5%)
% agreement	92.2%		91.8%	
Krippendorff's α	α = .780 (.694, .861)		α = .487[1] (.286, .688)	

[1] With heavily skewed coding distributions, Krippendorff's α is inaccurate (see Krippendorff, 2016)

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Table 2. Summary of eudaimonia-related constructs in digital games research

Construct	Type	State / Trait	References
Appreciation	Experience	State	Banks & Bowman (2014) ; Barbara (2018) ; Bopp et al. (2016, 2018) ; Bowman (2015) ; Bowman et al. (2016, 2018) ; Chen (2017) ; Cole & Gillies (2019) ; Elson et al. (2014) ; Hemenover & Bowman (2018) ; Iten et al. (2018) ; Kartsanis & Murzyn (2016) ; Koban & Bowman (2021) ; Lin & Wu (2020) ; Loyer (2015) ; Possler et al. (2020) ; Peng et al. (2020) ; Reer & Quandt (2020) ; Rogers et al. (2017) ; Steinemann et al. (2015, 2016, 2017) ; Taylor & Schafer (2019) ; Toh & Lim (2020) ; Wulf & Baldwin (2020)
Meaning / meaningfulness	Experience	State	Arbeau et al. (2020) ; Banks & Bowman (2014) ; Barbara (2018) ; Bopp et al. (2016) ; Bowman (2015); Bowman et al. (2015, 2016, 2018) ; Burgess & Jones (2017) ; Carras et al. (2018) ; Coanda & Aupers (2020) ; Conway & Elphinstone (2019) ; Daneels et al. (2020) ; Elson et al. (2014) ; Hemenover & Bowman (2018) ; Holl (2019); Holl et al. (2020) ; Iacovides & Mekler (2019) ; Iten et al. (2017, 2018) ; Kartsanis & Murzyn (2016) ; Kowert & Kaye (2018) ; Kümpel & Unkel (2017) ; Lynch & Matthews (2019) ; McKernan (2019) ; Mitchell et al. (2020) ; Melzer & Holl (2020) ; Pereira et al. (2019) ; Phelps et al. (2020) ; Possler et al. (2020) ; Reer & Quandt (2020) ; Rogers et al. (2017) ; Shi et al. (2019) ; Taylor & Schafer (2019) ; Vanden Abeele et al. (2020) ; Wulf et al. (2018) ; Wulf & Baldwin (2020)
Emotionally moving, emotionally challenging	Experience	State	Bopp et al. (2015, 2016, 2018) ; Daneels et al. (2020); Cole & Gillies (2019) ; Denisova et al. (2020) ; Gowler & Iacovides (2019) ; Peng et al. (2019, 2020) ; Vahlo & Karhulahti (2020)
(Self-)Reflection *Empathy* *Growth / Development*	Experience	State	Arbeau et al. (2020) ; Bopp et al. (2019) ; Burgess & Jones (2017) ; Chew & Mitchell (2019) ; Christiansen (2017) ; Daneels et al. (2020) ; De Angeli et al. (2018) ; Denisova et al. (2020) ; Goodine & Khaled (2019) ; Gowler & Iacovides (2019) ; Hilliard et al. (2018) ; Iacovides & Mekler (2019) ; Igarzábal (2019) ; Kors et al. (2020) ; Loyer (2015) ; McEwan et al. (2020) ; Mekler et al. (2018) ; Mitchell et al. (2020) ; Pallavicini et al. (2020) ; Pereira et al. (2019) ; Rautalathi (2018) ; Sarian (2019) ; Shaiman (2020) ; Shi et al. (2019) ; Sofia & Klimenko (2019); Steinemann et al. (2015) ; Toh & Lim (2020) ; Vahlo & Karhulathi (2020) ; Vugts et al. (2020) ; Whitby et al. (2019)
Connection / Connectedness	Experience	State	Bopp et al., (2019); Bowman et al., (2015, 2016) ; Burgess & Jones (2020) ; Caro & Popovac (2020) ; Carras et al. (2018) ; Coanda & Aupers (2020) ; Daneels et al. (2020) ; Iacovides & Mekler (2019) ; Kowert & Kaye (2018) ; Kümpel & Unkel (2017) ; McEwan et al. (2020) ; Pereira et al. (2019) ; Snodgrass et al. (2019) ; Taylor et al. (2015) ; Tyack & Wyeth (2017) ; Wulf et al. (2020)
Other eudaimonia-related concepts:			
Nostalgia	Experience	State	Daneels et al. (2020) ; Hemenover & Bowman (2018) ; Wulf et al. (2018, 2020) ; Wulf & Baldwin (2020)
Eudaimonic well-being	Functioning	Trait	Carras et al. (2018) ; Kartsanis & Murzyn (2016) ; Reer & Quandt (2020) ; Snodgrass et al. (2019a, 2019b) ; Vugts et al. (2020) ; Wulf et al. (2018) ; Wulf & Baldwin (2020)
Emotional resonance	Experience	State	Phelps et al. (2020)
Self-transcendence	Experience	State	Comello et al. (2019)
Elevation	Experience	State	Daneels et al. (2020)

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