

Not so fast: Rethinking the effects of action video games on attentional capacity

Irons JL, Remington RW, McLean JP.

Australian journal of psychology

2011; 63(4):224-231

ARTICLE IDENTIFIERS

DOI: 10.1111/j.1742-9536.2011.00001.x

PMID: unavailable

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available

pISSN: 0004-9530

eISSN: 1742-9536

OCLC ID: 01518827

CONS ID: not available

US National Library of Medicine ID: 2984699R

This article was identified from a query of the SafetyLit database.