Excessive Internet gaming and decision making: Do excessive World of Warcraft-players have problems in decision making under risky conditions?

Pawlikowski M, Brand M. Psychiatry research 2011; 188(3):428-433

ARTICLE IDENTIFIERS

DOI: 10.1016/j.psychres.2011.05.017 PMID: 21641048 PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available pISSN: 0165-1781 eISSN: 1872-7123 OCLC ID: not available CONS ID: not available US National Library of Medicine ID: not available

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