## Self-transcendence and self-oriented perspective as mediators between video game playing and aggressive behaviour in teenagers

Espinosa P, Clemente M. Journal of community and applied social psychology 2013; 23(1):68-80

## **ARTICLE IDENTIFIERS**

DOI: 10.1002/casp.2138

PMID: unavailable PMCID: not available

## **JOURNAL IDENTIFIERS**

LCCN: not available pISSN: 1052-9284 eISSN: 1099-1298 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.