

Toward a conceptual model of motive and self-control in cyber-aggression: rage, revenge, reward, and recreation

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Journal of youth and adolescence

2013; 42(5):751-771

ARTICLE IDENTIFIERS

DOI: 10.1007/s10964-013-9936-2

PMID: 23526207

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available

pISSN: 0047-2891

eISSN: 1573-6601

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.