Video game violence use among "vulnerable" populations: The impact of violent games on delinquency and bullying among children with clinically elevated depression or attention deficit symptoms

Ferguson CJ, Olson CK. Journal of youth and adolescence 2014; 43(1):127-136

ARTICLE IDENTIFIERS

DOI: 10.1007/s10964-013-9986-5

PMID: 23975351 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.