

Who believes electronic games cause real world aggression?

Przybylski AK.

Cyberpsychology, behavior and social networking

2014; 17(4):228-234

ARTICLE IDENTIFIERS

DOI: 10.1089/cyber.2013.0245

PMID: 24256132

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 2009208160

pISSN: 2152-2715

eISSN: 2152-2723

OCLC ID: 477405630

CONS ID: not available

US National Library of Medicine ID: 101528721

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