

**Immersive virtual video game play and presence: influences on aggressive feelings and behavior**

Persky S, Blascovich J.

Presence

2008; 17(1):57-72

**ARTICLE IDENTIFIERS**

DOI: 10.1162/pres.17.1.57

PMID: unavailable

PMCID: not available

**JOURNAL IDENTIFIERS**

LCCN: 92660077

pISSN: 1054-7460

eISSN: 1531-3263

OCLC ID: 22964204

CONS ID: sn91000021

US National Library of Medicine ID: 100971508

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