

Using a digital game for training desirable behavior in cognitive-behavioral therapy of burnout syndrome: a controlled study

Zielhorst T, van den Brule D, Visch V, Melles M, van Tienhoven S, Sinkbaek H, Schrieken B, Tan ES, Lange A.

Cyberpsychology, behavior and social networking

2015; 18(2):101-111

ARTICLE IDENTIFIERS

DOI: 10.1089/cyber.2013.0690

PMID: 25684611

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.