

Alcohol and tobacco content in UK video games and their association with alcohol and tobacco use among young people

Cranwell J, Whittamore K, Britton J, Leonardi-Bee J.

Cyberpsychology, behavior and social networking

2016; 19(7):426-434

ARTICLE IDENTIFIERS

DOI: 10.1089/cyber.2016.0093

PMID: 27428030

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.