

Examining human behavior in video games: the development of a computational model to measure aggression

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Social neuroscience

2018; 13(3):301-317

ARTICLE IDENTIFIERS

DOI: 10.1080/17470919.2017.1318777

PMID: 28398138

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available

pISSN: 1747-0919

eISSN: 1747-0927

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.