

For video games, bad news is good news: news reporting of violent video game studies

Copenhaver A, Mitrofan O, Ferguson CJ.
Cyberpsychology, behavior and social networking
2017; 20(12):735-739

ARTICLE IDENTIFIERS

DOI: 10.1089/cyber.2017.0364
PMID: 29148827
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.