

Reducing mental health stigma through identification with video game avatars with mental illness

Ferchaud A, Seibert J, Sellers N, Escobar Salazar N.
Frontiers in psychology
2020; 11:e2240

ARTICLE IDENTIFIERS

DOI: 10.3389/fpsyg.2020.02240
PMID: 33013585 PMCID:
PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 2011243228
pISSN: not available
eISSN: 1664-1078
OCLC ID: not available
CONS ID: not available
US National Library of Medicine ID: 101550902

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