

Exploring the use of the Quake Safe House video game to foster disaster and disaster risk reduction awareness in museum visitors

Gampell AV, Gaillard JC, Parsons M, Le Dé L.

International journal of disaster risk reduction

2020; 49:e101670

ARTICLE IDENTIFIERS

DOI: 10.1016/j.ijdr.2020.101670

PMID: unavailable

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available

pISSN: 2212-4209

eISSN: not available

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.