

Design, development, and evaluation of a virtual reality serious game for school fire preparedness training

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Education sciences (Basel)

2022; 12(4):e281

ARTICLE IDENTIFIERS

DOI: 10.3390/educsci12040281

PMID: unavailable

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 2013219213

pISSN: 2227-7102

eISSN: not available

OCLC ID: 823689330

CONS ID: not available

US National Library of Medicine ID: 101709821

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