The Turbulent Rise of the "Child Gamer": Public Fears and Corporate Promises in Cinematic and Promotional Depictions of Children's Digital Play

Narine N, Grimes SM. Communication, culture and critique 2009; 2(3):319-338

ARTICLE IDENTIFIERS

DOI: 10.1111/j.1753-9137.2009.01040.x

PMID: unavailable PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 2007245365 pISSN: 1753-9129 eISSN: 1753-9137 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.