

Media violence and the self: The impact of personalized gaming characters in aggressive video games on aggressive behavior

Fischer P, Kastenmuller A, Greitemeyer T.
Journal of experimental social psychology
2010; 46(1):192-195

ARTICLE IDENTIFIERS

DOI: 10.1016/j.jesp.2009.06.010
PMID: unavailable
PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available
pISSN: 0022-1031
eISSN: not available
OCLC ID: 01754583
CONS ID: not available
US National Library of Medicine ID: 0045332

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