Being in the Game: Effects of Avatar Choice and Point of View on Psychophysiological Responses During Play

Lim S, Reeves B. Media psychology 2009; 12(4):348-370

ARTICLE IDENTIFIERS

DOI: 10.1080/15213260903287242

PMID: unavailable PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available pISSN: 1521-3269 eISSN: 1532-785X OCLC ID: 39741256 CONS ID: sn 98001774

US National Library of Medicine ID: 101481492

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