

Not so fast: Rethinking the effects of action video games on attentional capacity

Irons JL, Remington RW, McLean JP.
Australian journal of psychology
2011; 63(4):224-231

ARTICLE IDENTIFIERS

DOI: 10.1111/j.1742-9536.2011.00001.x
PMID: unavailable
PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available
pISSN: 0004-9530
eISSN: 1742-9536
OCLC ID: 01518827
CONS ID: not available
US National Library of Medicine ID: 2984699R

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