

**Just a game after all: Violent video game exposure and time spent playing effects on hostile feelings, depression, and visuospatial cognition**

Valadez JJ, Ferguson CJ.

Computers in human behavior

2012; 28(2):608-616

**ARTICLE IDENTIFIERS**

DOI: 10.1016/j.chb.2011.11.006

PMID: unavailable

PMCID: not available

**JOURNAL IDENTIFIERS**

LCCN: not available

pISSN: 0747-5632

eISSN: not available

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.