

Motivations for play in online games

Yee N.

Cyberpsychology and behavior

2006; 9(6):772-775

ARTICLE IDENTIFIERS

DOI: 10.1089/cpb.2006.9.772

PMID: 17201605

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available

pISSN: 1094-9313

eISSN: 1557-8364

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.