An examination of psychoticism and motion capture controls as moderators of the effects of violent video games

Markey PM, Scherer K. Computers in human behavior 2009; 25(2):407-411

ARTICLE IDENTIFIERS

DOI: 10.1016/j.chb.2008.10.001

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.