

Superman vs. bad man? the effects of empathy and game character in violent video games

Happ C, Melzer A, Steffgen G.

Cyberpsychology, behavior and social networking

2013; 16(10):774-778

ARTICLE IDENTIFIERS

DOI: 10.1089/cyber.2012.0695

PMID: 23745616

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 2009208160

pISSN: 2152-2715

eISSN: 2152-2723

OCLC ID: 477405630

CONS ID: not available

US National Library of Medicine ID: 101528721

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