

Preferences for Individual Video Games as a Function of Their Emotional Effects on Players

Mehrabian A, Wixen WJ.

Journal of applied social psychology

1986; 16(1):3-15

ARTICLE IDENTIFIERS

DOI: 10.1111/j.1559-1816.1986.tb02274.x

PMID: unavailable

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available

pISSN: 0021-9029

eISSN: 1559-1816

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.