

## **Are gamers better crossers? An examination of action video game experience and dual task effects in a simulated street crossing task**

Gaspar JG, Neider MB, Crowell JA, Lutz A, Kaczmarek H, Kramer AF.

Human factors

2014; 56(3):443-452

### **ARTICLE IDENTIFIERS**

DOI: unavailable

PMID: 24930167

PMCID: not available

### **JOURNAL IDENTIFIERS**

LCCN: 59000837

pISSN: 0018-7208

eISSN: 1547-8181

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.