

Seeing the world through Mortal Kombat-colored glasses: violent video games and the development of a short-term hostile attribution bias

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Childhood

1998; 5(2):177-184

ARTICLE IDENTIFIERS

DOI: 10.1177/0907568298005002005

PMID: unavailable

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available

pISSN: 0907-5682

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.