

The acquisition of skill and expertise in massively multiplayer online games

Schrader PG, McCreery M.

Educational technology research and development

2008; 56(5-6):557-574

ARTICLE IDENTIFIERS

DOI: 10.1007/s11423-007-9055-4

PMID: unavailable

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 89646101

pISSN: 1042-1629

eISSN: 1556-6501

OCLC ID: 18956055

CONS ID: sn 88003825

US National Library of Medicine ID: 9884865

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