

Popular video games: Quantifying the presentation of violence and its context

Smith SL, Lachlan KA, Tamborini R.
Journal of broadcasting and electronic media
2003; 47(1):58-76

ARTICLE IDENTIFIERS

DOI: 10.1207/s15506878jobem4701_4

PMID: unavailable

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 85644496

pISSN: 0883-8151

eISSN: 1550-6878

OCLC ID: 11850577

CONS ID: sn 85023563

US National Library of Medicine ID: 101594232

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