

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.