

Video game use and cognitive performance: does it vary with the presence of problematic video game use?

Collins E, Freeman J.

Cyberpsychology, behavior and social networking

2014; 17(3):153-159

ARTICLE IDENTIFIERS

DOI: 10.1089/cyber.2012.0629

PMID: 24111600

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 2009208160

pISSN: 2152-2715

eISSN: 2152-2723

OCLC ID: 477405630

CONS ID: not available

US National Library of Medicine ID: 101528721

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