

## **Stretching the limits of visual attention: the case of action video games**

Hubert-Wallander B, Green CS, Bavelier D.

Wiley interdisciplinary reviews: cognitive science

2011; 2(2):222-230

### **ARTICLE IDENTIFIERS**

DOI: 10.1002/wcs.116

PMID: 26302012

PMCID: not available

### **JOURNAL IDENTIFIERS**

LCCN: 2007216048

pISSN: 1939-5078

eISSN: 1939-5086

OCLC ID: not available

CONS ID: not available

US National Library of Medicine ID: 101524169

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