

Video games do indeed influence children and adolescents' aggression, prosocial behavior, and academic performance: a clearer reading of Ferguson (2015)

Boxer P, Groves CL, Docherty M.
Perspectives on psychological science
2015; 10(5):671-673

ARTICLE IDENTIFIERS

DOI: 10.1177/1745691615592239
PMID: 26386004
PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available
pISSN: 1745-6916
eISSN: 1745-6924
OCLC ID: not available
CONS ID: not available
US National Library of Medicine ID: not available

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