

Alcohol and tobacco content in UK video games and their association with alcohol and tobacco use among young people

Cranwell J, Whittamore K, Britton J, Leonardi-Bee J.
Cyberpsychology, behavior and social networking
2016; 19(7):426-434

ARTICLE IDENTIFIERS

DOI: 10.1089/cyber.2016.0093
PMID: 27428030
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.