

# **The longitudinal relationship between everyday sadism and the amount of violent video game play**

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Personality and individual differences

2017; 104:238-242

## **ARTICLE IDENTIFIERS**

DOI: 10.1016/j.paid.2016.08.021

PMID: unavailable

PMCID: not available

## **JOURNAL IDENTIFIERS**

LCCN: not available

pISSN: 0191-8869

eISSN: not available

OCLC ID: 04965018

CONS ID: not available

US National Library of Medicine ID: 8006972

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