

From research conclusions to real change: understanding the First Amendment's (non)response to the negative effects of media on children by looking to the example of violent video game regulations

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SMU Law Review

2010; 63(4):1197-1236

ARTICLE IDENTIFIERS

DOI: unavailable

PMID: 30027726

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 93646359

pISSN: 1066-1271

eISSN: 2688-9307

OCLC ID: 26738382

CONS ID: sn 92018644

US National Library of Medicine ID: 100883492

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