

Developing and piloting videogames to increase college and university students' awareness and efficacy of the bystander role in incidents of sexual violence

Potter SJ, Flanagan M, Seidman M, Hodges H, Stapleton JG.

Games for health journal

2019; 8(1):24-34

ARTICLE IDENTIFIERS

DOI: 10.1089/g4h.2017.0172

PMID: 30183345

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 2011204490

pISSN: 2161-783X

eISSN: 2161-7856

OCLC ID: 729405937

CONS ID: not available

US National Library of Medicine ID: 101583709

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