

Testing the effects of a virtual reality game for aggressive impulse management (VR-GAIME): study protocol

Smeijers D, Koole SL.
Frontiers in psychiatry
2019; 10:e83

ARTICLE IDENTIFIERS

DOI: 10.3389/fpsy.2019.00083
PMID: 30863328
PMCID: PMC6399131

JOURNAL IDENTIFIERS

LCCN: not available
pISSN: not available
eISSN: 1664-0640
OCLC ID: not available
CONS ID: not available
US National Library of Medicine ID: 101545006

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