## Aggressive video games research emerges from its replication crisis (sort of)

Ferguson CJ. Current opinion in psychology 2020; 36:1-6

## **ARTICLE IDENTIFIERS**

DOI: 10.1016/j.copsyc.2020.01.002

PMID: 32146151 PMCID: not available

## **JOURNAL IDENTIFIERS**

LCCN: not available pISSN: 2352-250X eISSN: 2352-2518 OCLC ID: not available CONS ID: not available

US National Library of Medicine ID: 101649136

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