

Violent videogames, telepresence, presumed influence, and support for taking restrictive and protective actions

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Sage open

2020; 10(2):e2158244020919524

ARTICLE IDENTIFIERS

DOI: 10.1177/2158244020919524

PMID: unavailable

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 2010202574

pISSN: not available

eISSN: 2158-2440

OCLC ID: 673500120

CONS ID: not available

US National Library of Medicine ID: not available

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