

## **Video games, frustration, violence, and virtual reality: two studies**

Ferguson CJ, Gryshyna A, Kim JS, Knowles E, Nadeem Z, Cardozo I, Esser C, Trebbi V, Willis E.

British journal of social psychology  
2021; ePub(ePub):ePub

### **ARTICLE IDENTIFIERS**

DOI: 10.1111/bjso.12471

PMID: unavailable

PMCID: not available

### **JOURNAL IDENTIFIERS**

LCCN: 81642357

pISSN: 0144-6665

eISSN: 2044-8309

OCLC ID: 07198463

CONS ID: not available

US National Library of Medicine ID: 8105534

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