Driven to drive? Investigating the effect of gamification on learner driver behavior, perceived motivation and user experience

Fitz-Walter Z, Johnson D, Wyeth P, Tjondronegoro D, Scott-Parker B. Computers in human behavior 2017; 71:586-95

ARTICLE IDENTIFIERS

DOI: 10.1016/j.chb.2016.08.050

PMID: unavailable PMCID: not available

JOURNAL IDENTIFIERS

LCCN: not available pISSN: 0747-5632 eISSN: not available OCLC ID: not available CONS ID: not available

US National Library of Medicine ID: not available

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