

Gameplay, learning and emotions in the board game Violets: cinema & action in combating violence against women

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Ciencia e Saude Coletiva

2021; 26(8):3277-3288

ARTICLE IDENTIFIERS

DOI: 10.1590/1413-81232021268.00902020

PMID: unavailable

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 00203303

pISSN: 1413-8123

eISSN: 1678-4561

OCLC ID: 43274496

CONS ID: not available

US National Library of Medicine ID: 9713483

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