

# **Prototyping and validating a non-immersive virtual reality serious game for healthcare fire safety training**

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Fire technology

2021; 57(6):3041-3078

## **ARTICLE IDENTIFIERS**

DOI: 10.1007/s10694-021-01098-x

PMID: unavailable

PMCID: not available

## **JOURNAL IDENTIFIERS**

LCCN: 65009890

pISSN: 0015-2684

eISSN: 1572-8099

OCLC ID: 1569307

CONS ID: FITCAA

US National Library of Medicine ID: not available

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