

# **Gamification using technologies for occupational safety training in the civil construction sector**

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Work

2023; ePub(ePub):ePub

## **ARTICLE IDENTIFIERS**

DOI: 10.3233/WOR-220685

PMID: 37742676

PMCID: not available

## **JOURNAL IDENTIFIERS**

LCCN: 91659126

pISSN: 1051-9815

eISSN: 1875-9270

OCLC ID: 22161995

CONS ID: not available

US National Library of Medicine ID: 9204382

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