

Retaliatory Aggression and the Effects of Point of View and Blood in Violent Video Games

Krcmar M, Farrar K.

Mass communication and society

2009; 12(1):115-138

ARTICLE IDENTIFIERS

DOI: 10.1080/15205430802065268

PMID: unavailable

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 99011339

pISSN: 1520-5436

eISSN: 1532-7825

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.