Accepted Manuscript

Measuring the Capacity of Active Video Games for Social Interaction: The Social Interaction Potential Assessment Tool

COMPUTERS IN HUMAN BEHAVIOR

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PII: S0747-5632(18)30263-2

DOI: 10.1016/j.chb.2018.05.036

Reference: CHB 5545

To appear in: Computers in Human Behavior

Received Date: 03 November 2014

Accepted Date: 28 May 2018

Please cite this article as: Clover Maitland, Joanna Granich, Rebecca Braham, Ashleigh Thornton, Renee Teal, Gareth Stratton, Michael Rosenberg, Measuring the Capacity of Active Video Games for Social Interaction: The Social Interaction Potential Assessment Tool, *Computers in Human Behavior* (2018), doi: 10.1016/j.chb.2018.05.036

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ACCEPTED MANUSCRIPT

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Measuring the Capacity of Active Video Games for Social Interaction: The Social Interaction Potential Assessment Tool

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Keywords

children; social interaction; electronic games; physical activity; measurement

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