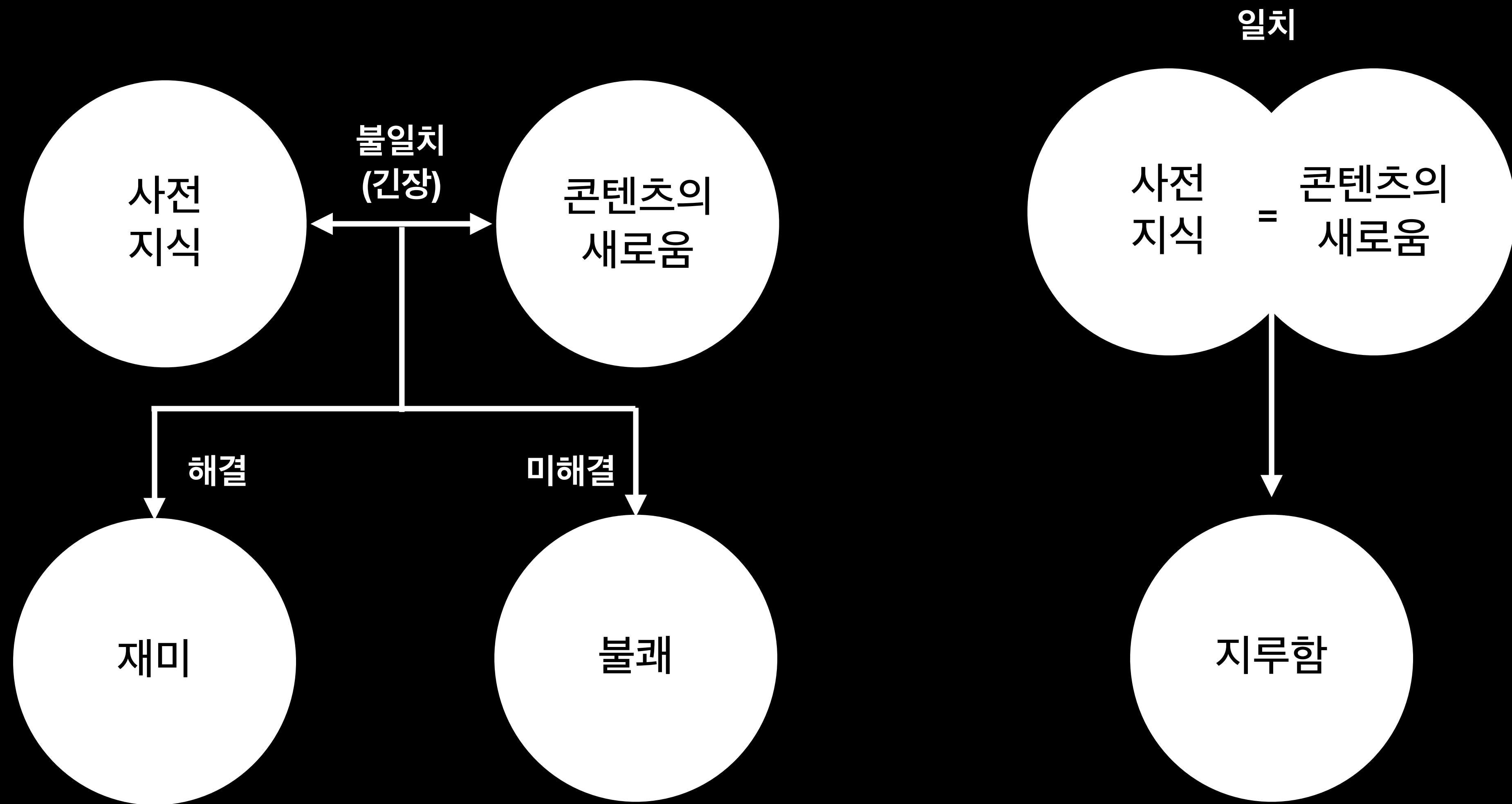


사람은 언제 재미를 느낄까?



게이미피케이션의 몰입과정