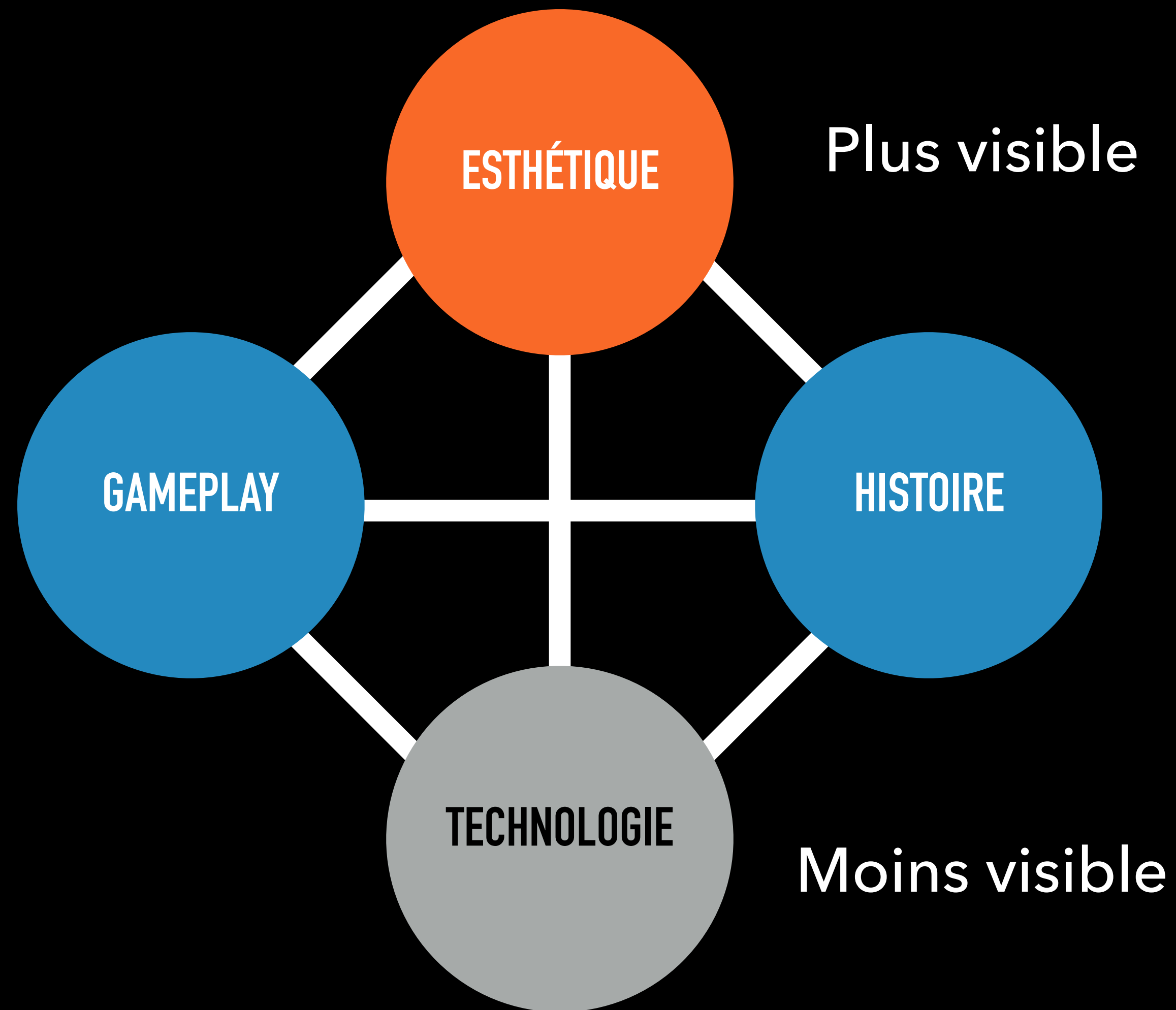
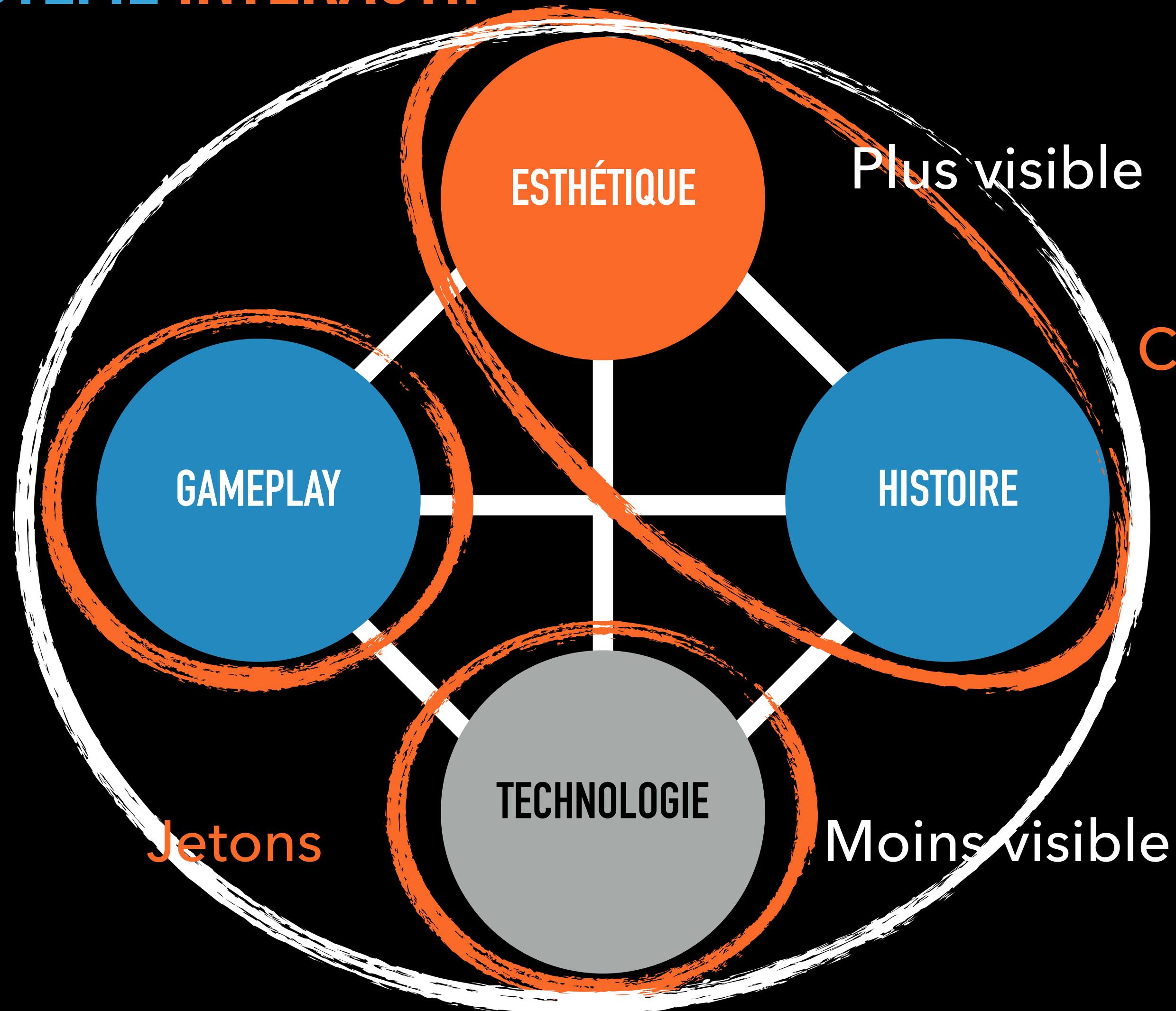


# UN JEU EST UN SYSTÈME INTERACTIF



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- ▶ Règles
- ▶ Interactions
- ▶ Objectifs
- ▶ Conditions de victoire



Contexte

« Assets » (Images, scripts, sons, vidéos, modèles 3D, etc.)

Jetons

Moins visible

Tétraèdre de Jesse Schell [5]

# RÉFÉRENCES

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- ▶ [39] - A Gameplay Definition through Videogame Classification, Damien Djaouti, Julian Alvarez, Jean-Pierre Jessel, Gilles Methel et Pierre Molinier, <https://www.hindawi.com/journals/ijcgt/2008/470350/>