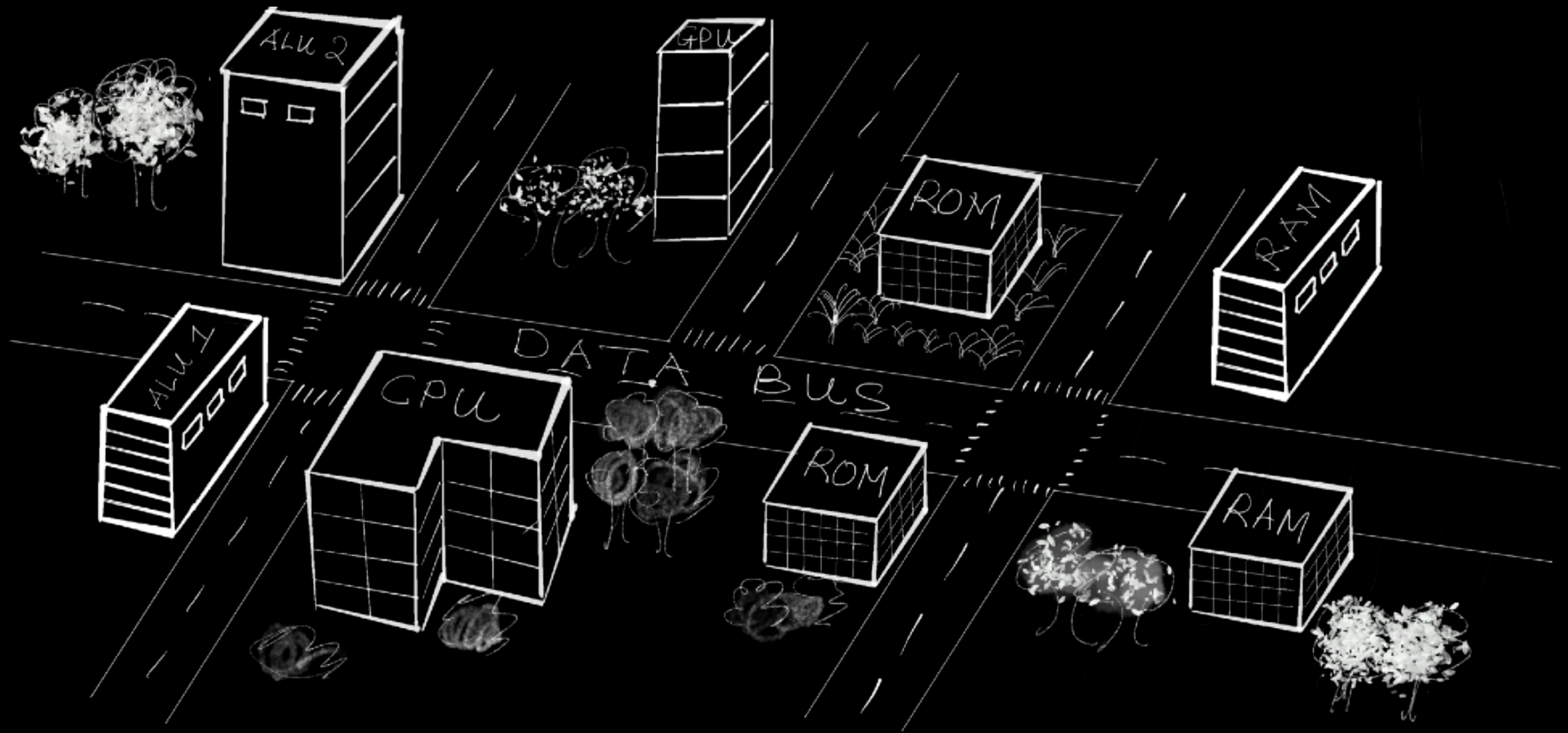


Case Study II : Computer Architecture Design



*“Games can recreate the eureka moments of our
ascendant scholars” - myself*