**Research Material and Bibliograhy:**

Games

Poly Bridge: <http://polybridge.drycactus.com/>

The Witness: <http://the-witness.net/>

Infinifactory: <http://www.zachtronics.com/infinifactory/>

SpaceChem: <http://www.zachtronics.com/spacechem/>

Big Pharma: [http://www.bigpharmagame.com/](http://www.bigpharmagame.com/s)

Minecraft: <https://minecraft.net/en-us/>

Brain dots: <https://www.facebook.com/braindotsapp>

Videos

Brown, M. (2015) *Puzzle Solving… or Problem Solving? | Game Maker’s Toolkit*. [Video] Available online: <https://www.youtube.com/watch?v=w1_zmx-wU0U> [Date of access: 20 June 2017]

Blogs and articles

Areliusarson, A. (2013) *Designing Computer-Games Preemptively for Emotions and Player Types*. [Blogpost] Available Online: <http://www.gamasutra.com/blogs/AreliusAreliusarson/20130619/194574/Designing_ComputerGames_Preemptively_for_Emotions_and_Player_Types.php> [Date of access: 04 July 2017]

Short, E. (2008) *Emergent Puzzle Solutions* [Blogpost] Available online: <https://emshort.blog/2008/02/13/emergent-puzzle-solutions/> [Date of access: 08 October 2017]

Books