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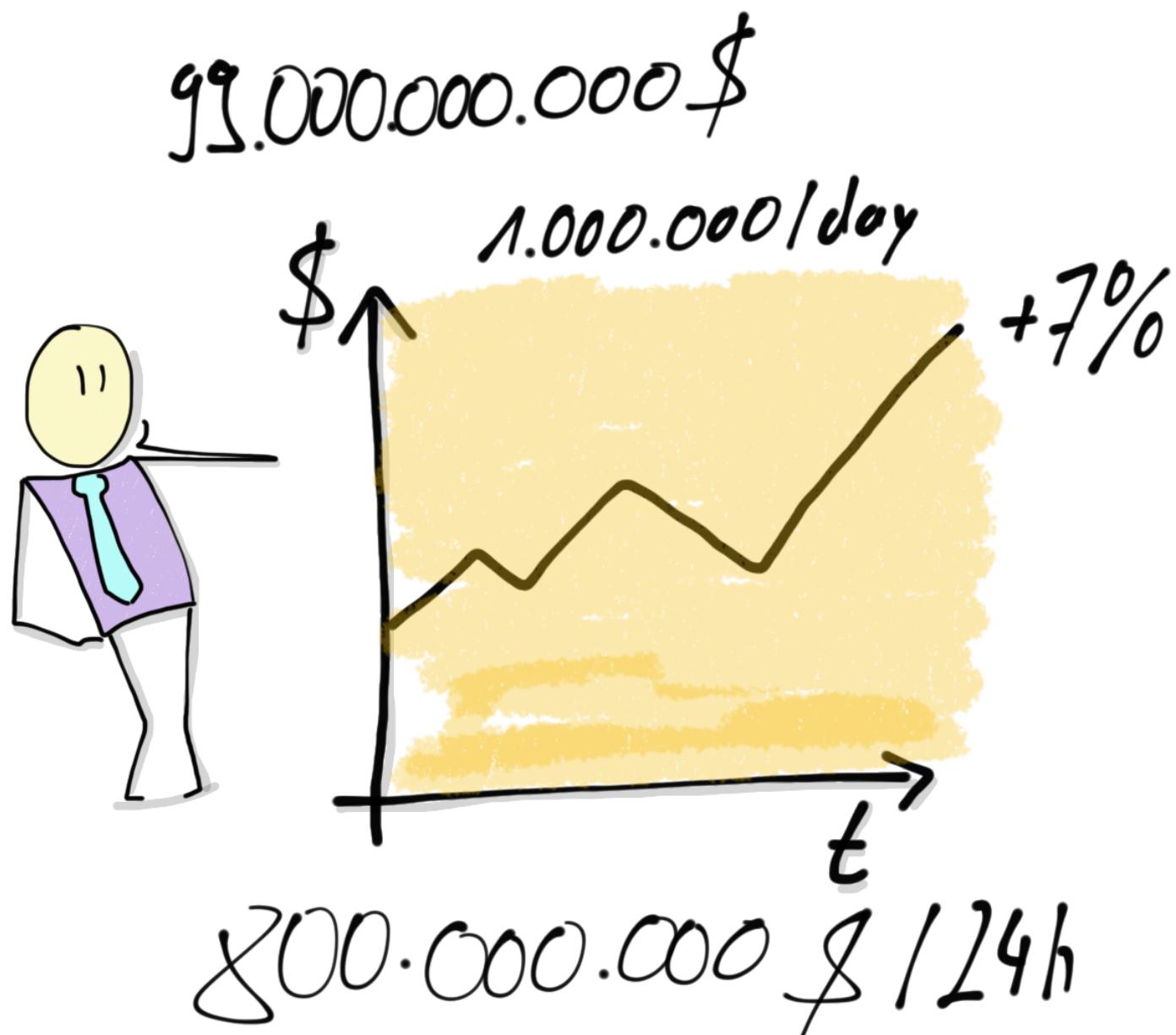
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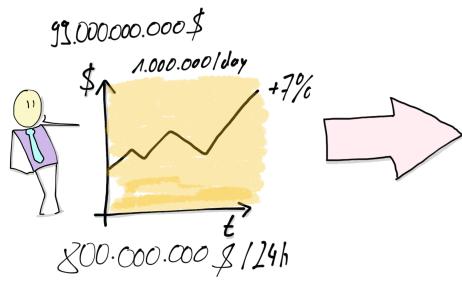
OUTLINE

- o Intro
- o Foundations
- o Framework
- o Application
- o Discussion

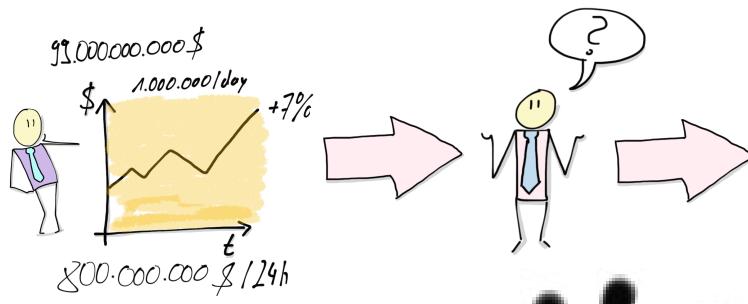




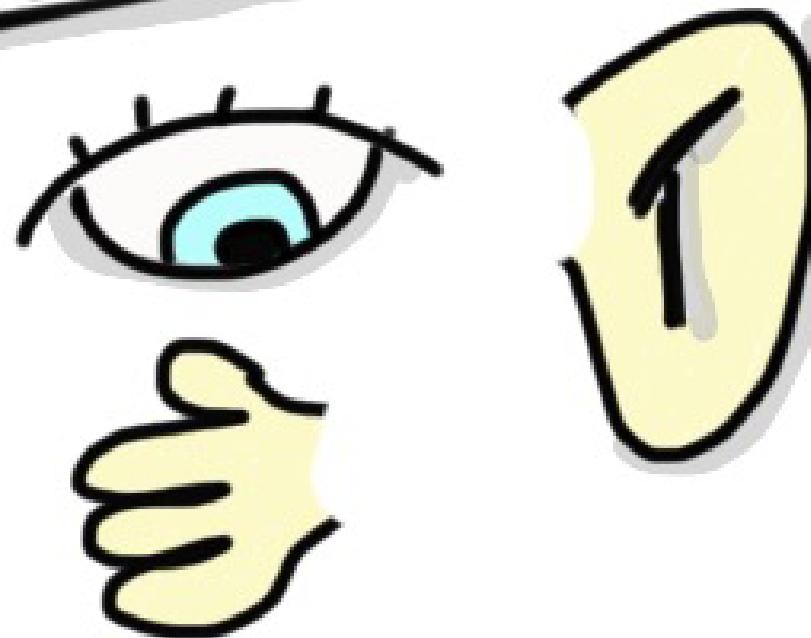
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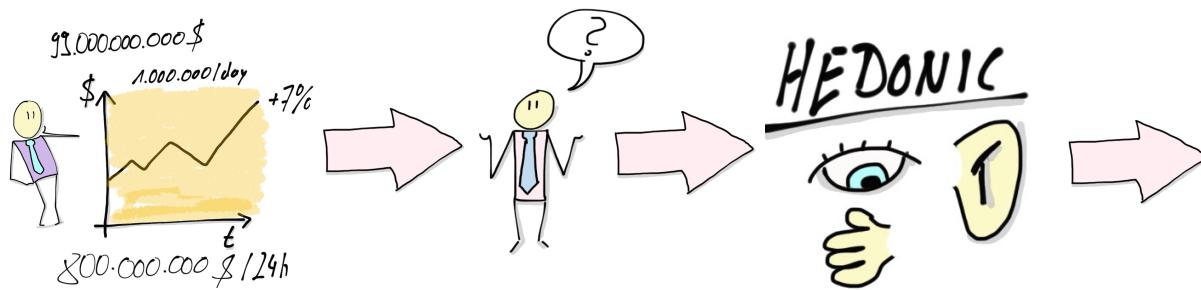
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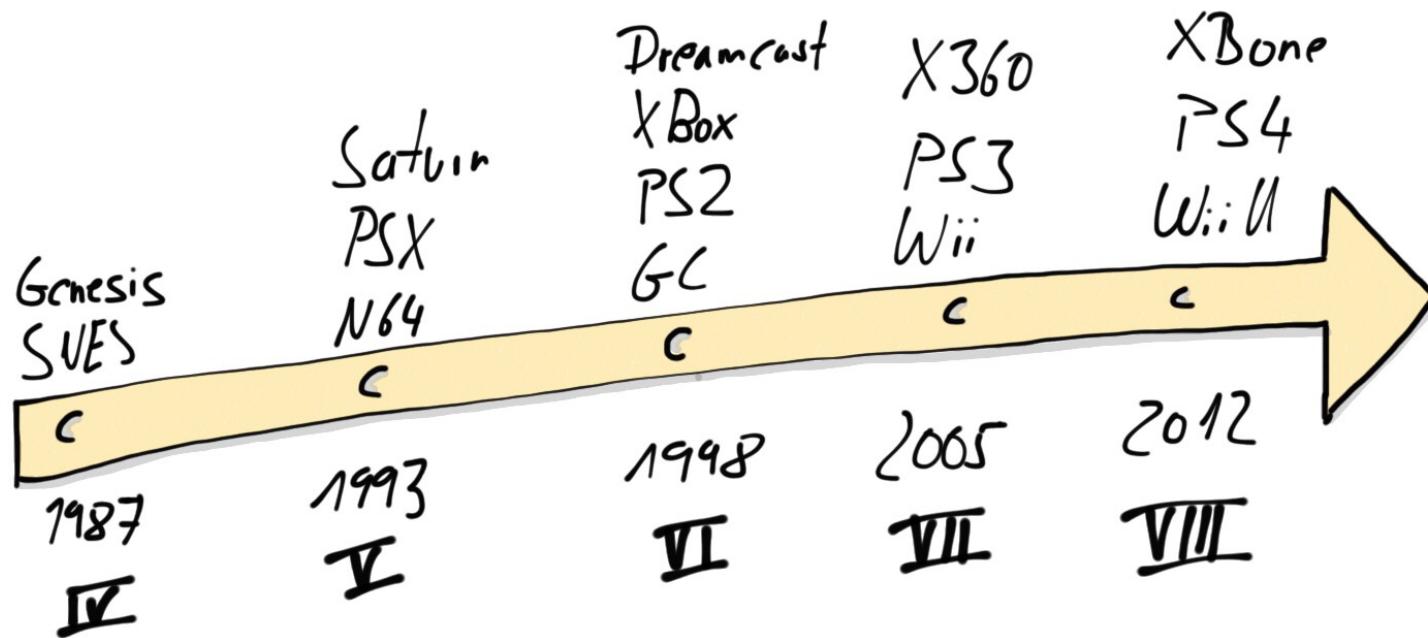
HEDONIC



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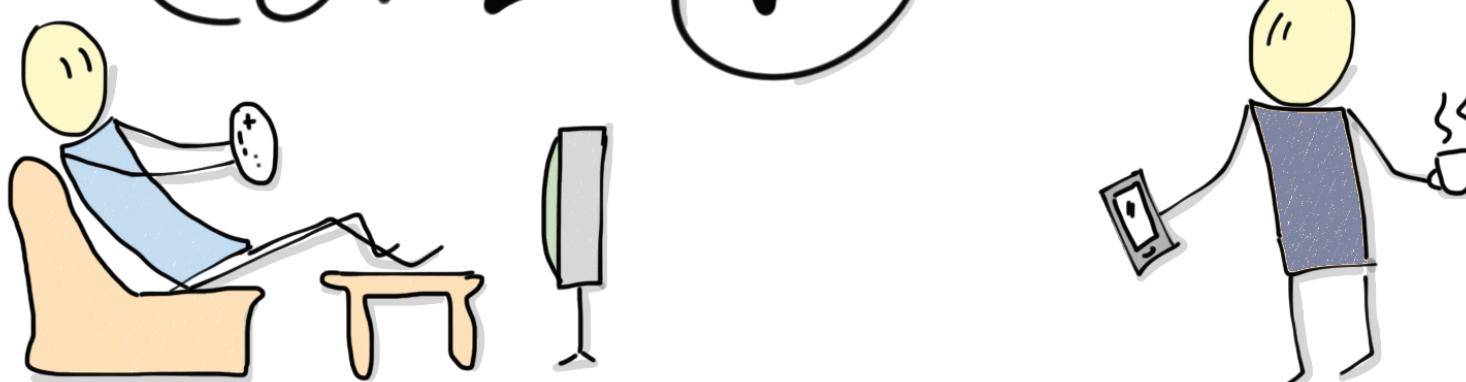


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GAMER PERSONAE

CORE VS CASUAL



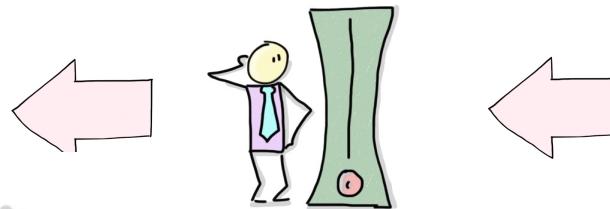
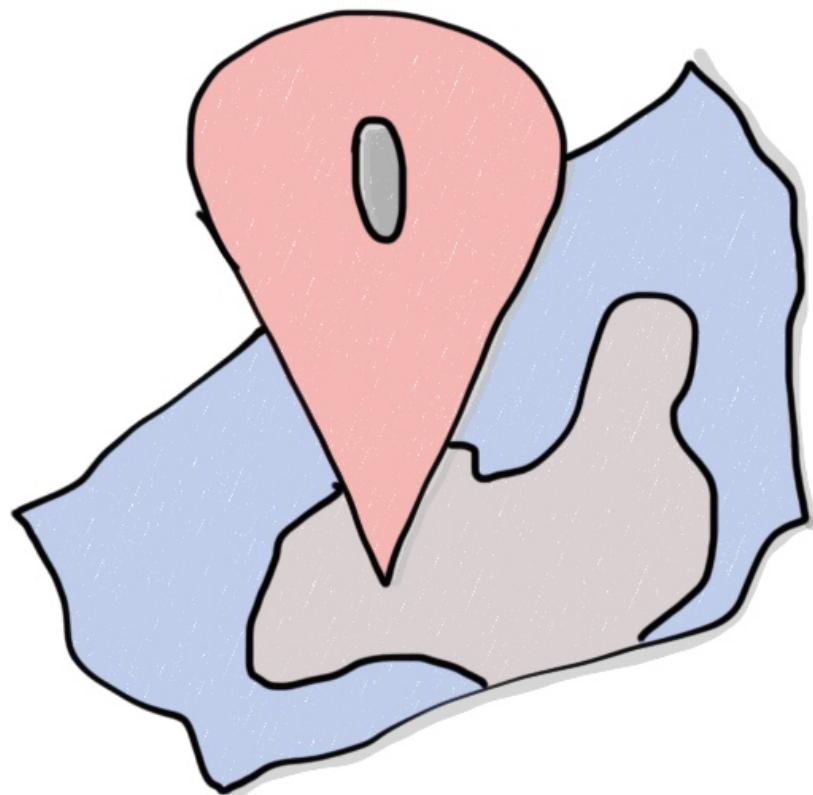
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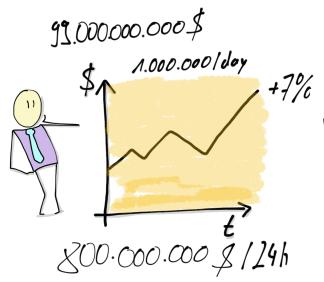


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CORE VS CASUAL



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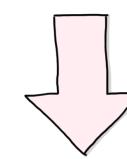


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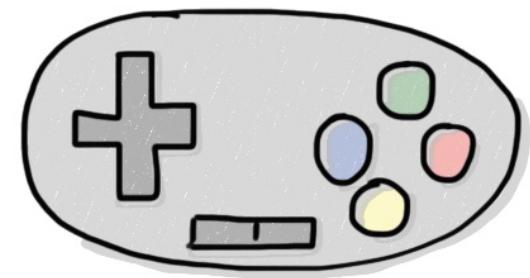
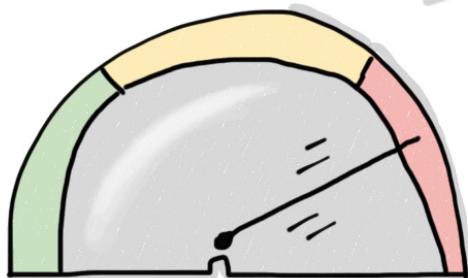
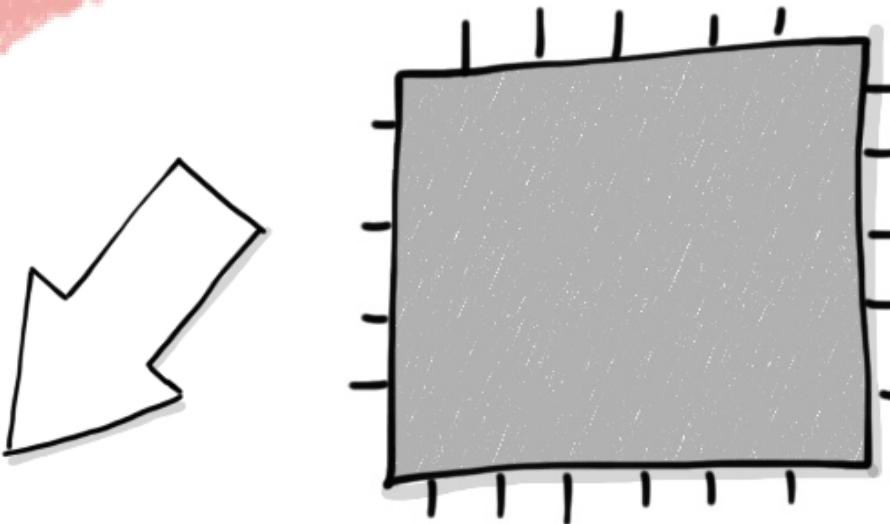


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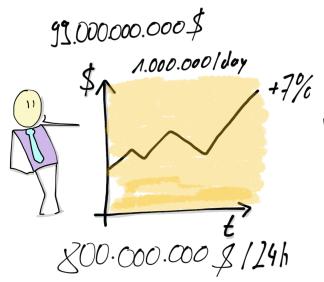
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XBone
PS4
Wii U



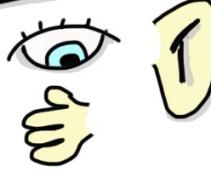
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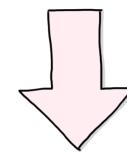
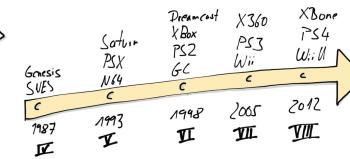
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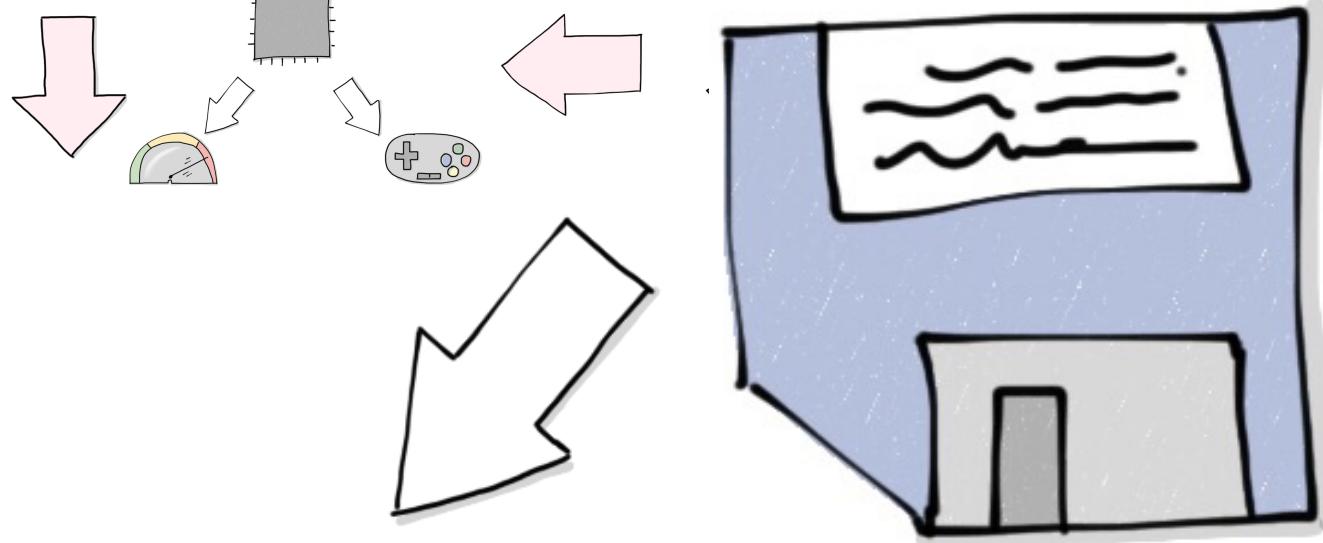
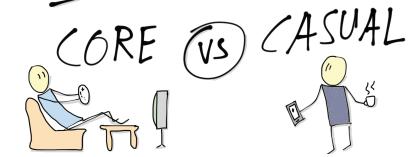
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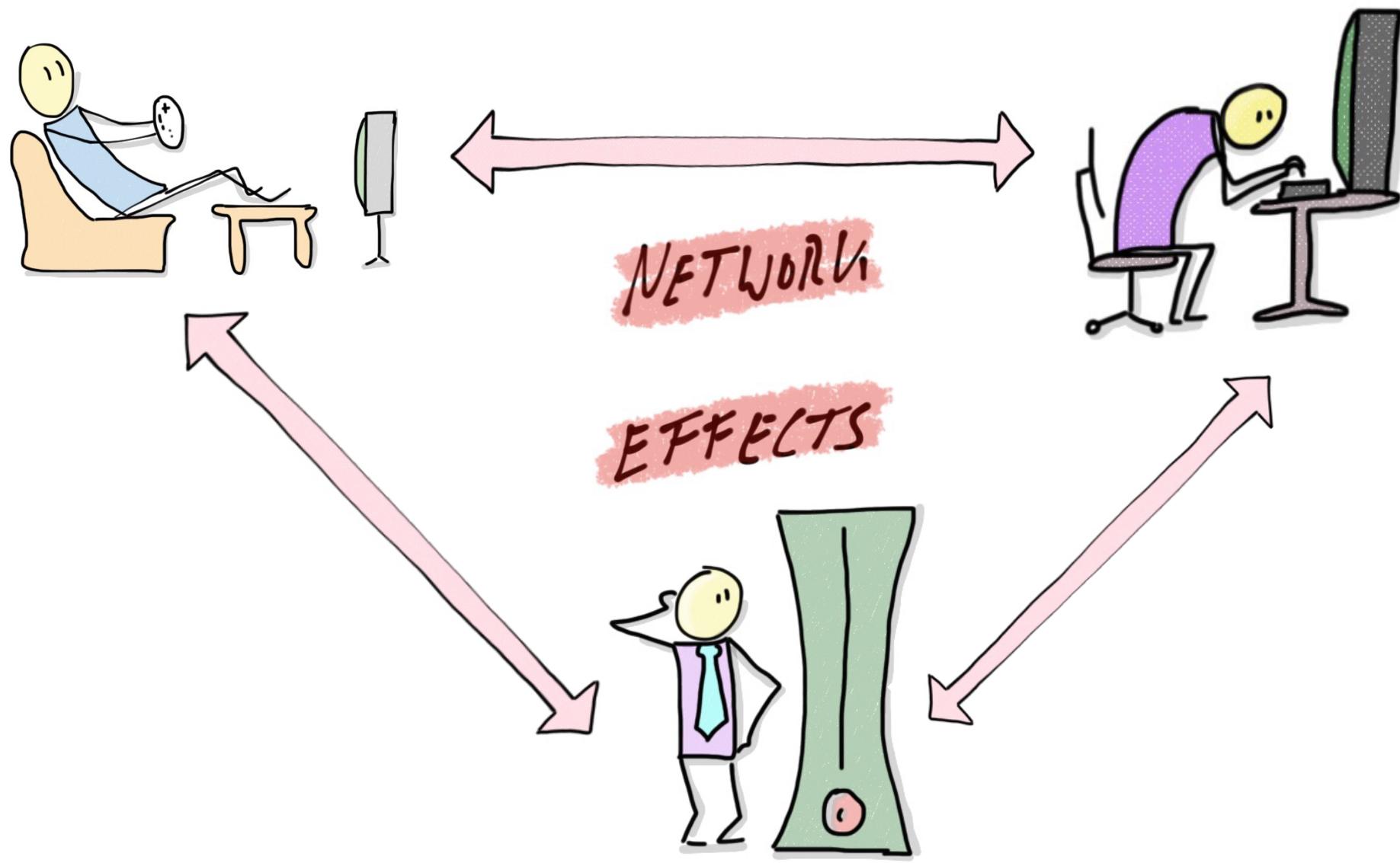
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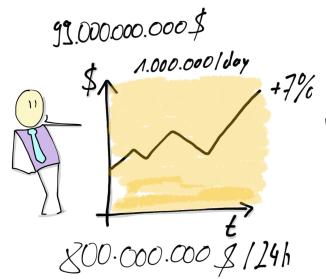
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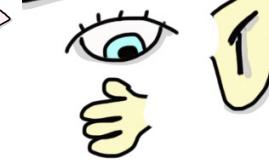
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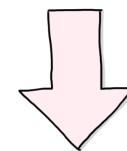
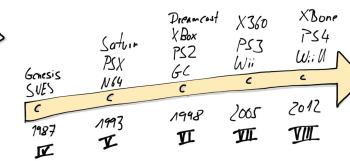
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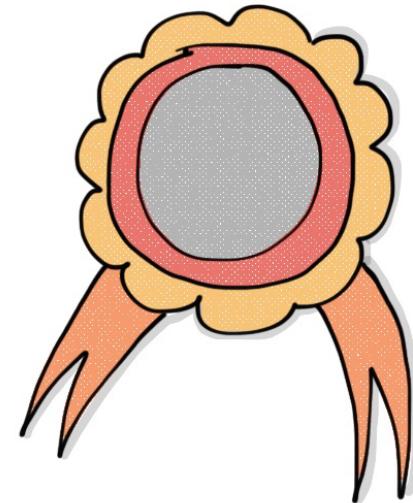
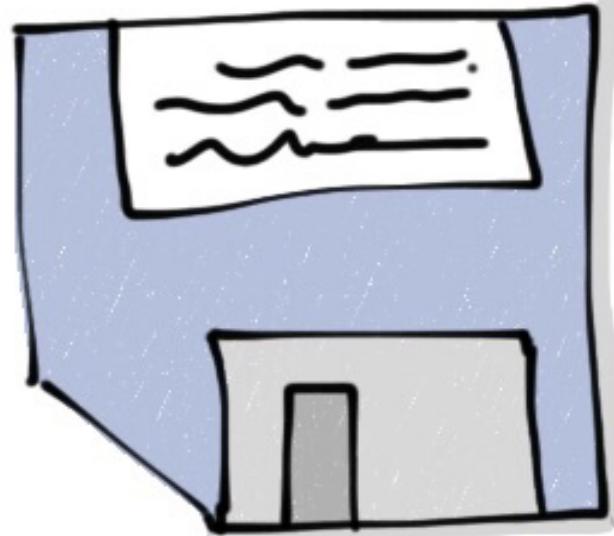
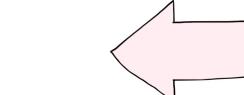
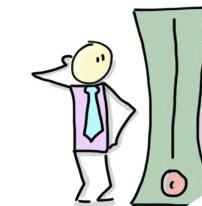


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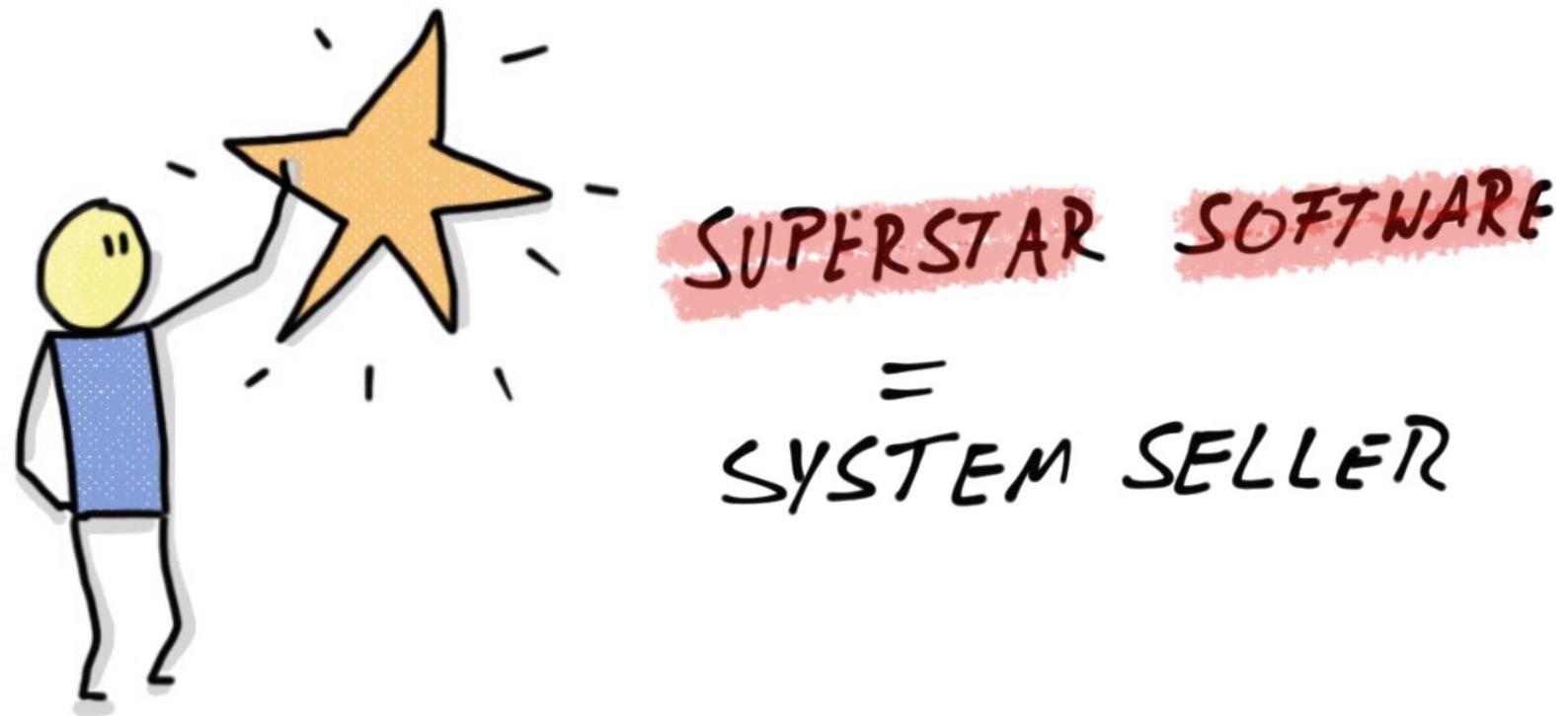


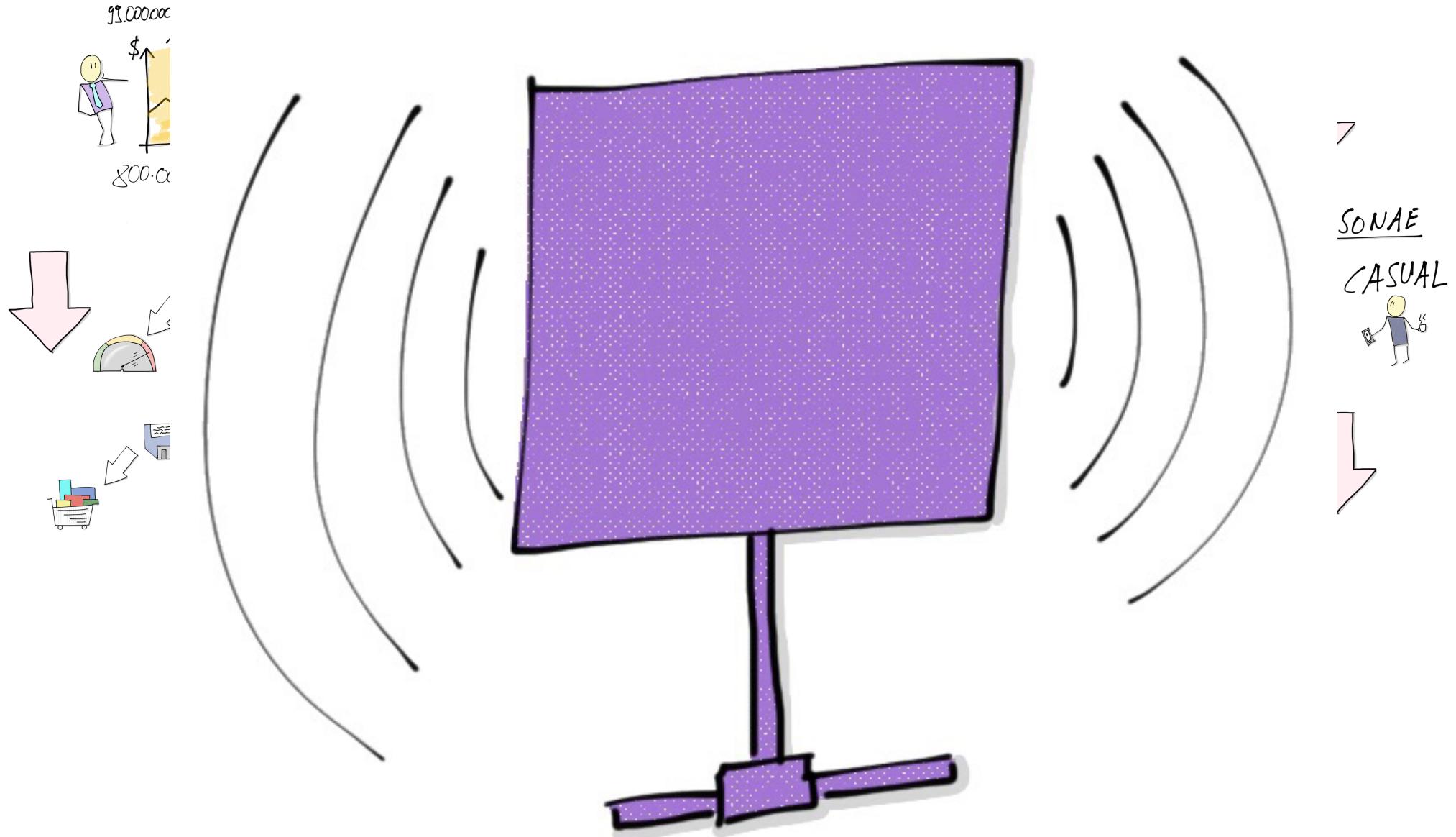
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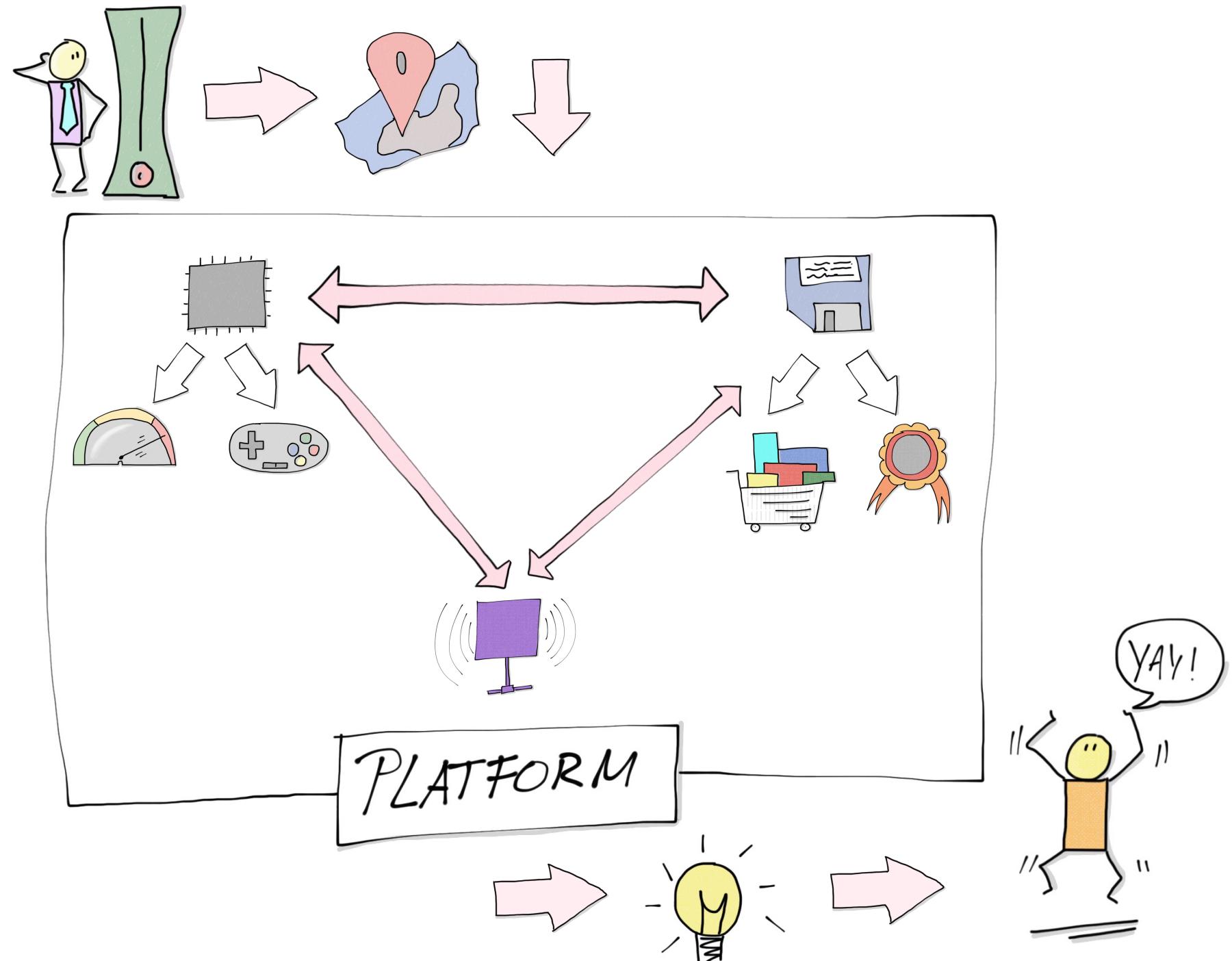
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Framework



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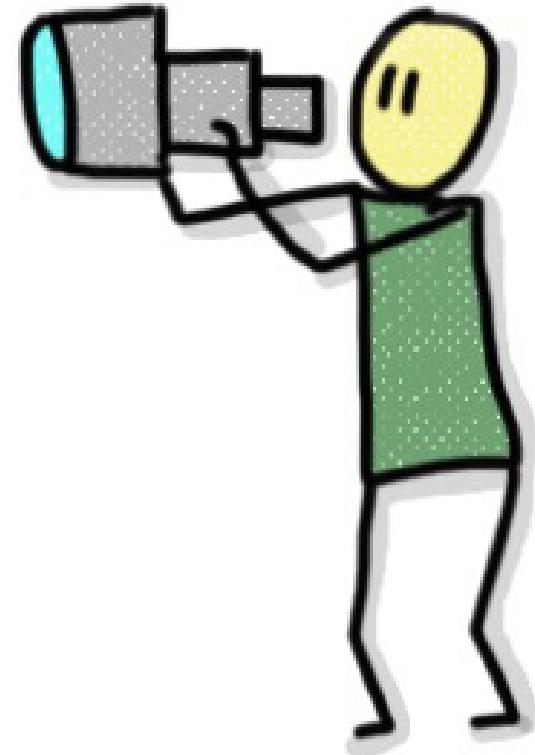
APPLICATION
GENERATION 7



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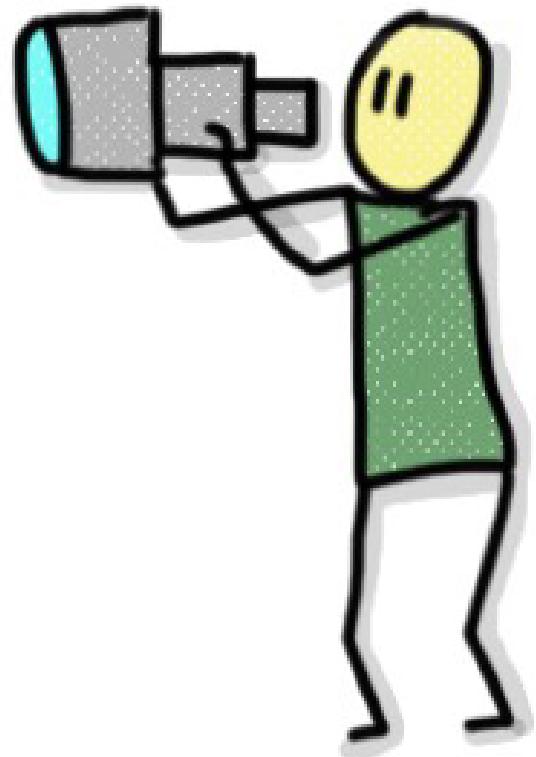
OUTLOOK & LIMITATIONS

- DATA / DATA DRIVEN / EMPIRIC
- ADDITIONAL FACTORS
- WEIGHT?
- INFLUENCE OF MEDIA / WOMI...
- MOBILE PLATFORMS?



Sources / References

<https://github.com/bartschat>



DISCUSSION



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