

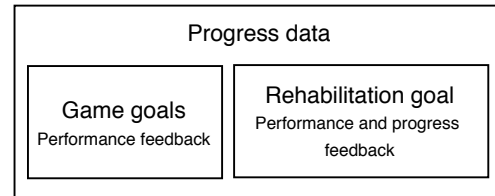
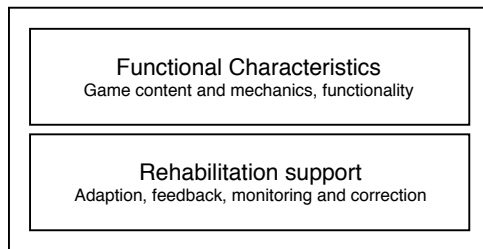
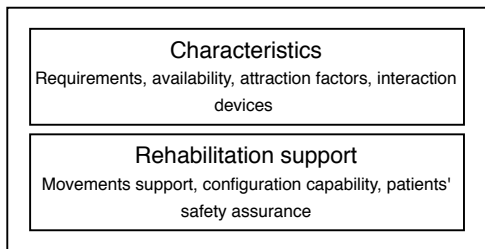
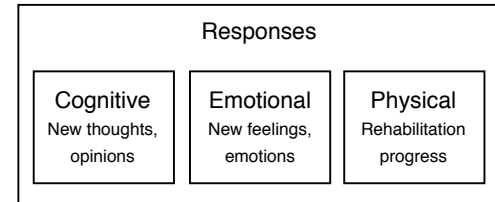
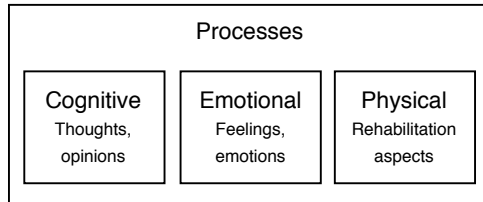
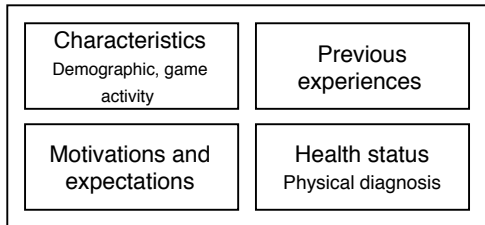
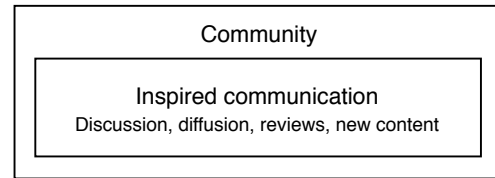
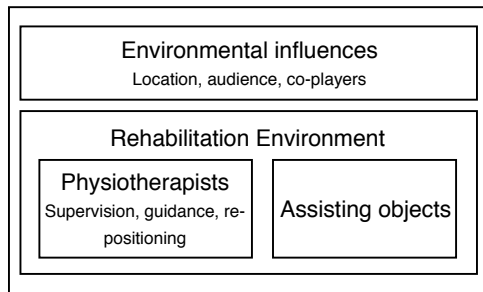
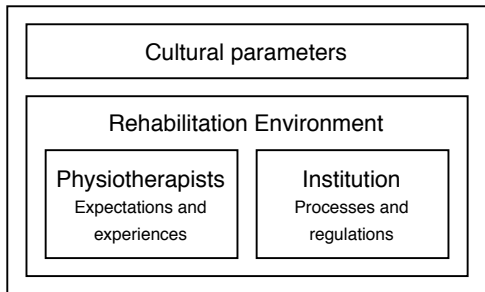
Abstract

Context

Player/Patient

Game system

Concrete



**Antecedents**

**Interaction**

**Effects**

Time