

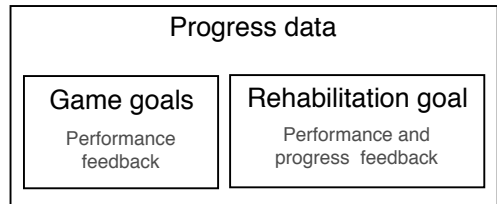
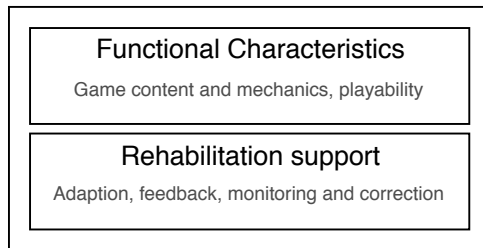
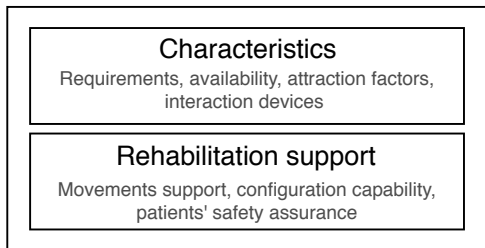
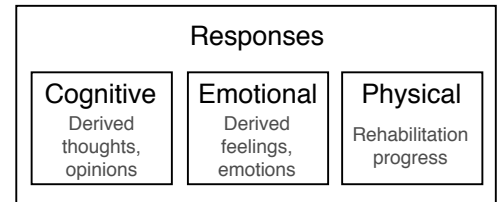
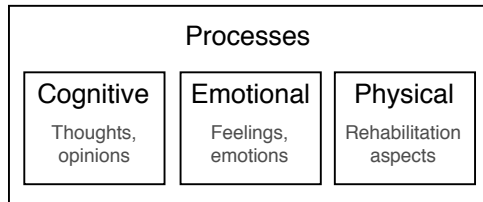
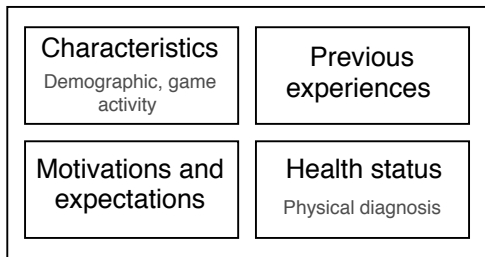
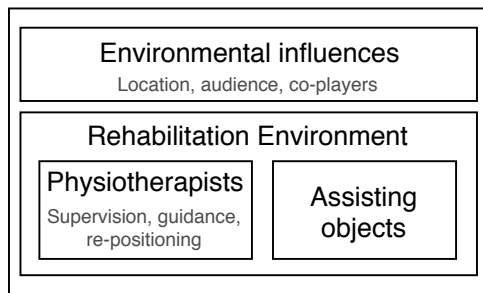
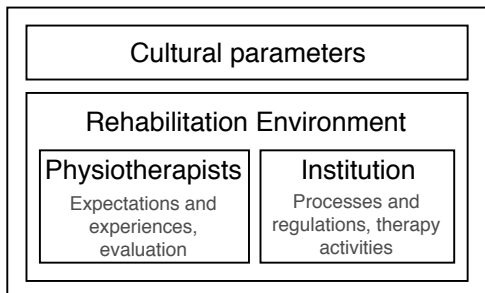
Abstract

Context

Player/Patient

Game system

Concrete



Antecedents

Interaction

Effects

Time