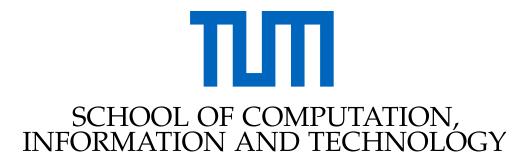


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Acknowledgments

hello thank you to everyone

Abstract

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1 Introduction

In PaceMaker [1], we can see game design is cool.

2 Conclusion

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Listings

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[1] J. Geheeb, D. Dyrda, and S. Geheeb. "PaceMaker: A Practical Tool for Pacing Video Games." In: 2024 IEEE Conference on Games (CoG). IEEE. 2024, pp. 1–8.