2011

game
player
facebook
new
growth
revenue
law
harm
data
cost
third party
employee
market
platform
develop
expect
price
social game
virtual good
particular
increase
resource
factor
policy
sale
device
claim
litigation
information
privacy
system
security
practice
term
use
right
increased
activity
regulation
intellectual property
united state
developing
legal
current
claim
decline
suffer
expand
need
unable
public
fluctuation
performance
access
expect
activity
regulation
intellectual property