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Add a date here

Abstract: Add an abstract here.

Keywords: Some keywords
JEL Classification: STFU

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Contents

1. Introduction

The Witness is a 3D puzzle video game developed and published by Thekla, Inc.[a] It was released for Microsoft Windows and PlayStation 4 in January 2016, and later for Xbox One, Nvidia Shield, macOS, and iOS. Inspired by Myst, the game involves the exploration of an open world island filled with natural and man-made structures. The player progresses by solving puzzles, which are based on interactions with mazes presented on panels around the island or hidden within the environment. The player will have to determine the rules of each puzzle from visual clues and audio recordings scattered around the island.

Jonathan Blow, the game's lead designer, desired to create a game around non-verbal communication, wanting players to learn from observation and to come to epiphanies in finding solutions and leading to a greater sense of involvement and accomplishment with each success. The game includes around 650 puzzles, though the player is not required to solve them all to finish the game.

Originally announced in 2009, The Witness had a lengthy development period. Blow started work on the title in 2008 shortly after releasing Braid. The financial success of Braid allowed him to hire a larger production team without ceding control over the final product. In order to create the game's visual language, the team developed their own game engine and retained artists, architects, and landscape architects to design the structures on the island. This required a protracted development process, and the game's release was delayed from 2013 to 2016. Original plans for release on the PlayStation 3 and Xbox 360 were abandoned as the game engine became more demanding, and the team ultimately opted for an initial release on Windows and the PlayStation 4, with support for other platforms following.

The Witness received widespread acclaim from critics, who praised the difficult but surmountable puzzles and the game's art and setting. Within a week of release, the game had sold over 100,000 copies, which was about as many copies as Braid had done within a year of its release, nearly recouping all of the development costs for the game.

Here's a source: Kalemli-Ozcan et al. (2015)

2. Data and Methodology

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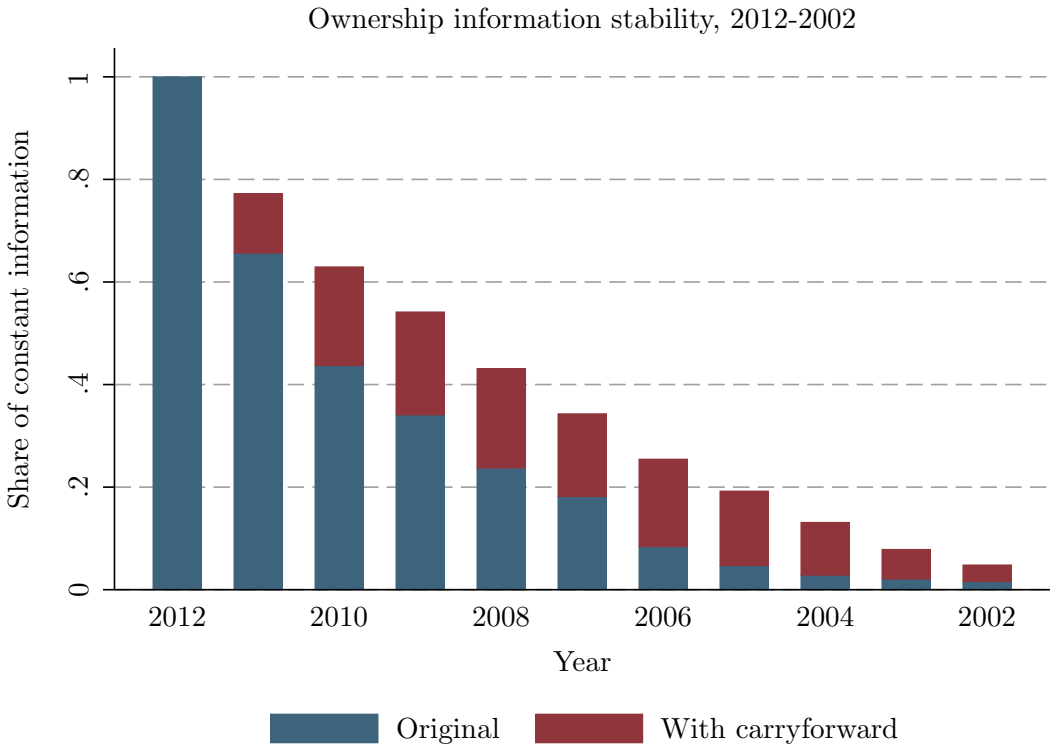

Figure 1: A testfigure

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3. Results

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GUO similarity	Year, 2005-2012											
	2005			2006			2007			Total		
	No.	%	%	No.	%	%	No.	%	%	No.	%	%
matched hit	2,388	32.8	32.8	2,433	33.4	33.4	2,814	38.7	38.7	7,635	35.0	35.0
matched miss	3,601	49.5	82.3	3,716	51.1	84.5	3,066	42.1	80.8	10,383	47.5	82.5
mismatched miss	333	4.6	86.9	158	2.2	86.6	356	4.9	85.7	847	3.9	86.4
mismatched hit	603	8.3	95.1	662	9.1	95.7	588	8.1	93.7	1,853	8.5	94.9
other GUO found	354	4.9	100.0	310	4.3	100.0	455	6.3	100.0	1,119	5.1	100.0
Total	7,279	100.0		7,279	100.0		7,279	100.0		21,837	100.0	

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A. Appendix

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