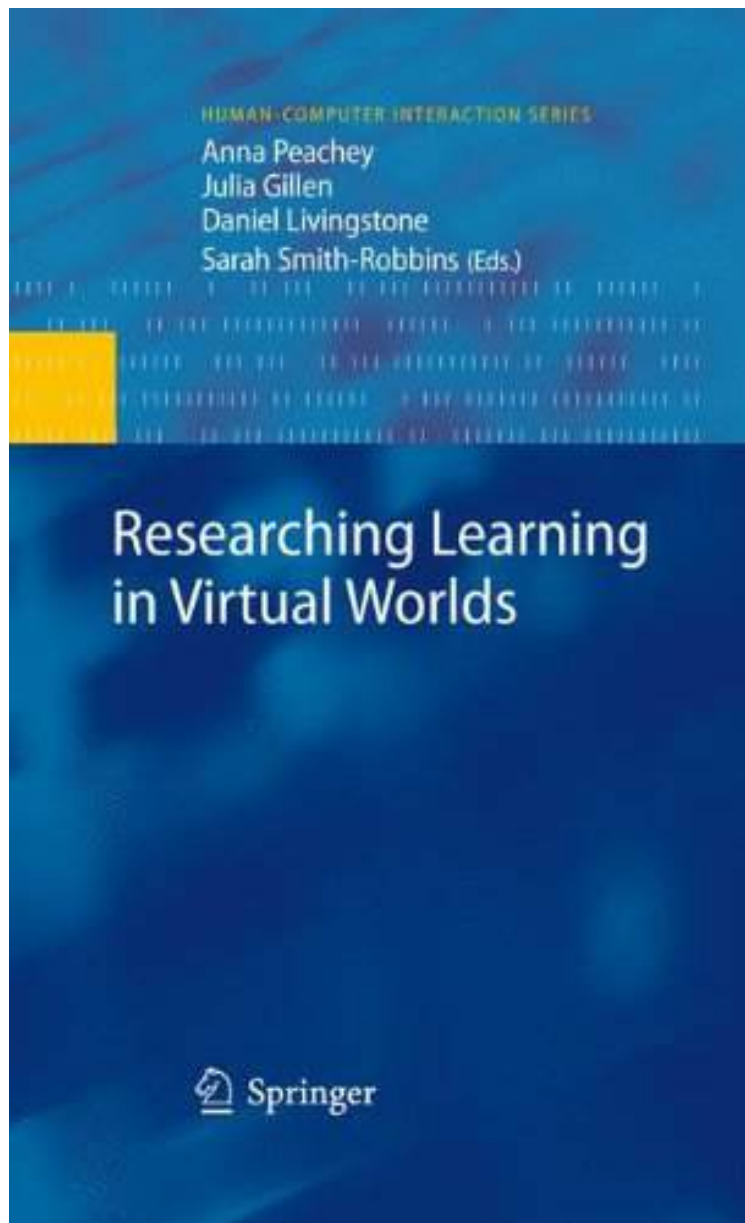


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## Researching Learning in Virtual Worlds (Human–Computer Interaction Series)

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