A Complete Bibliography of *Games: Research and Practice*

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Title word cross-reference

3 [12].

across [15]. **Activities** [29]. **Advertising** [33]. **Affective** [19]. **AI** [14]. **Analysis** [4]. **Asia** [27]. **Audio** [16, 12].

Back [10]. **based** [33]. **Been** [32]. **Benefits** [12]. **Best** [32]. **Beyond** [16, 13]. **Box** [25]. **Broaden** [22].

C [22]. **Case** [33]. **Casual** [15]. **Cataclysmic** [28]. **Challenges** [3, 29]. **Charting** [13]. **Chat** [21]. **Citizens** [14]. **Co** [31]. **Co-Creating** [31]. **Cognition** [15]. **Combat** [24]. **Compassion** [32]. **Compliance** [25]. **Conscious** [3]. **Content** [32, 12]. **Control** [24]. **Counter** [29]. **Counter-extremism** [29]. **Creating** [31]. **creative** [12]. **Critical** [15]. **Cultures** [18].

Teaching [3]. **technical** [12]. **Thriving** [17]. **Toxic** [18]. **Toxicity** [24]. **Transactional** [4]. **Transformative** [31]. **Transparency** [23].

Understanding [4]. **Unsatisfactory** [25].

via [4]. **Video** [19, 16, 8]. **view** [12]. **Voice** [21].

Warned [32]. **Warning** [25]. **Warnings** [32]. **Where** [28]. **World** [11].

You've [32].

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