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""5.6.4. Signal Expanding""""5.7. Prediction Results""; ""6. Capacity Management""; ""6.1. Processor Load Model""; ""6.2. Memory Load Model""; ""6.3. Network Load Model""; ""6.4. General Load Model""; ""7. Resource Allocation""; ""8. Conclusions""; ""References""; ""A STRATEGY FOR ANALYZING DIGITALEPISTEMIC GAMES""; ""Abstract""; ""Introduction""; ""Game Categorization""; ""Epistemic Patterns""; ""Pattern List""; ""Arranging""; ""Assigning""; ""Collecting""; ""Comparing""; ""Composing""; ""Filtering""; ""Linking""; ""Probing""; ""Searching""; ""Selecting""
""Analysis of Games Using These Patterns""""Adventures of Lolo""; ""Bejeweled""; ""Blocksum""; ""Bookworm""; ""Civilization IV""; ""The Incredible Machine""; ""Legend of Zelda: Ocarina of Time""; ""Myst""; ""Pacman""; ""Step-By-Step""; ""Tetris""; ""Conclusion""; ""References""; ""PATTERNS OF DIGITAL GAME PLAYING IN EARLY ADOLESCENCE: RELATIONS TO DEPRESSED MOOD ""; ""Abstract ""; ""Introduction ""; ""Digital Game Playing and Emotion Regulation""; ""Patterns of Playing Digital Games and Depressed Mood""; ""The Current Study""; ""Methods""; ""Participants""; ""Study Procedure""; ""Measures""
""Results""""Descriptive Results""; ""Digital Game Playing Patterns""; ""Digital Game Playing Patterns and Depressed Mood""; ""Conclusion ""; ""Acknowledgements""; ""References""; ""VIDEO GAMES FOR HEALTH: DESIGN STRATEGIESFOR MAXIMIZING LEARNING""; ""Abstract""; ""Introduction""; ""Scope of this Chapter""; ""Video Games for Learning""; ""Video Games for Health""; ""Concrete Versus Conceptual Games""; ""Learning Theory and Health Game Design""; ""The Example of Re-Mission""; ""Symbolic Self Modeling in Re-Mission""; ""Other Learning Principles in Re-Mission""; ""Conclusion""; ""References""
""DREAMS AND VIDEO GAME PLAY""
