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| **Chapter 2 – Platforms & Player Modes: What Is the Framework?**  Platform   * Arcade * Console & Handheld * Computer * Online * Mobile * Immersive   Time Interval   * Turn-Based * Real-Time * Time-Limited   Player Mode   * Single-Player * Two-Player * Local Multiplayer * Online Multiplayer   Game Elements: The Significance of Platforms, Intervals & Modes | | |
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