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| **Chapter 8 – Interface: Creating the Connection**Player-Centered Design Interface & Game Features* Gameplay
* Story
* Character
* Audio
* World

Physical Interfaces* Arcade
* Computer
* Console & Handheld
* Immersive

Visual Interfaces* Classification
* Components
* Platform-Specific Features
* Genre-Specific Features

Usability* Accessibility
* Save-Game Options

The Player Experience: Interface & Gameplay |
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