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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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