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- 3.1 Challenge versus skill level

- 5.1 Narrative structures: a) linear; b) b
d) key points

- 7.1 *Kingdom of Loathing*

- 7.2 Two-dimensional game views: a) el

- 7.3 *Bejewelled*

- 7.4 Three-dimensional game views: a))
c) omniscient.

- 8.1 The reality gap

- 8.2 The Phoenix UK Ltd PLA is set in t
Porthampton

- 8.3 The Phoenix UK Ltd company web

- 10.1 *The Never Ending Uni Quiz*, with le

- 10.2 Overview of the GHC activity cycle
(assessed) elements

- 11.1 Traditional game pieces

- 11.2 *Game of Phones* cards

- 11.3 A design process for alternate realit

- 11.4 Backbone and sub-plots narrative m

- 11.5 The map piece that starts the game

- 12.1 Reality and alternate reality

- 12.2 *Operation: Sleeper Cell*

- 13.1 Diagram of the relationships in acti

- 13.2 Activity, action, and operation are n

- 14.1 The original drafted letter to Ana. T
with an inscription directly onto the

- central artifact, a copy of *The Star F*

- 14.2 We used a range of means to draw a
for example stencil graffiti with wat
washed off in the rain

- 14.3 The player Richard Thompson's refl
the narrative which we used to deve