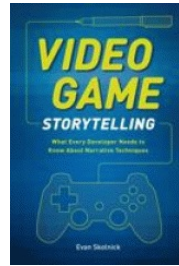


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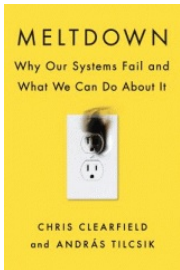
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The perfection trap
Curran, Thomas,



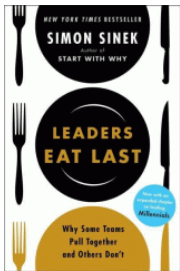
Video game storytelling : what every developer needs to know about narrative techniques / Evan Skolnick.
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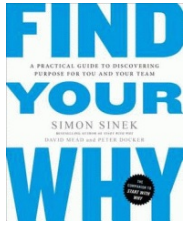
Leaders eat last : why some teams pull together and others don't / Simon Sinek.
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