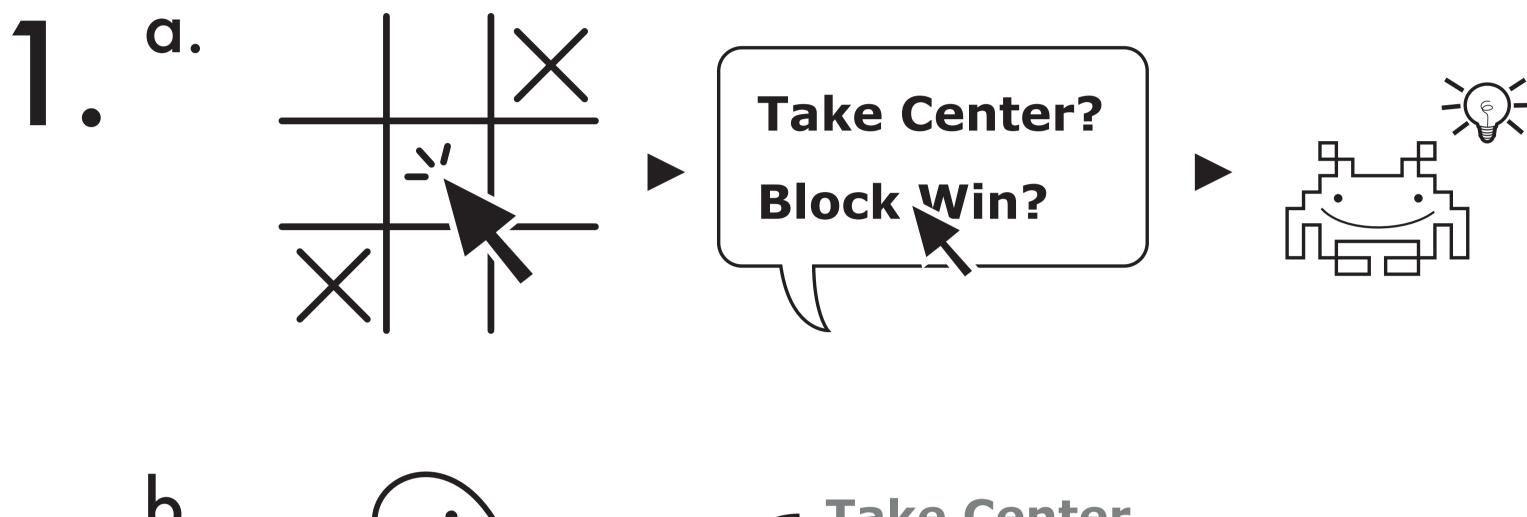




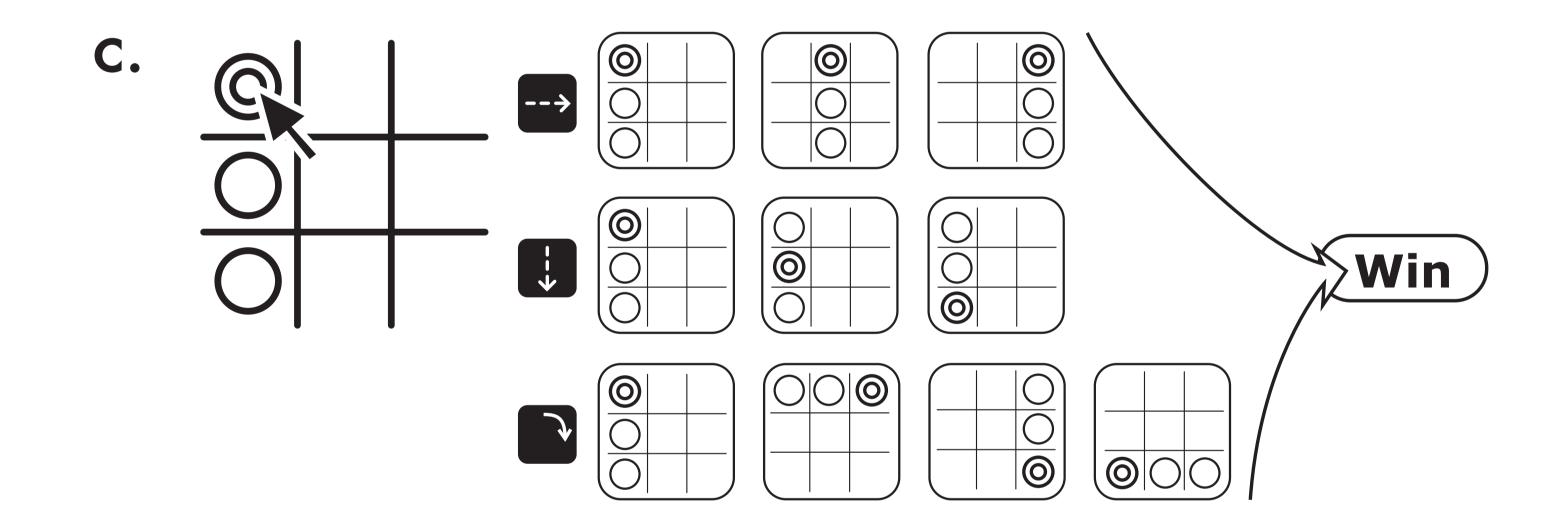
Learning Computational Thinking While Training Virtual Characters Through Game Play

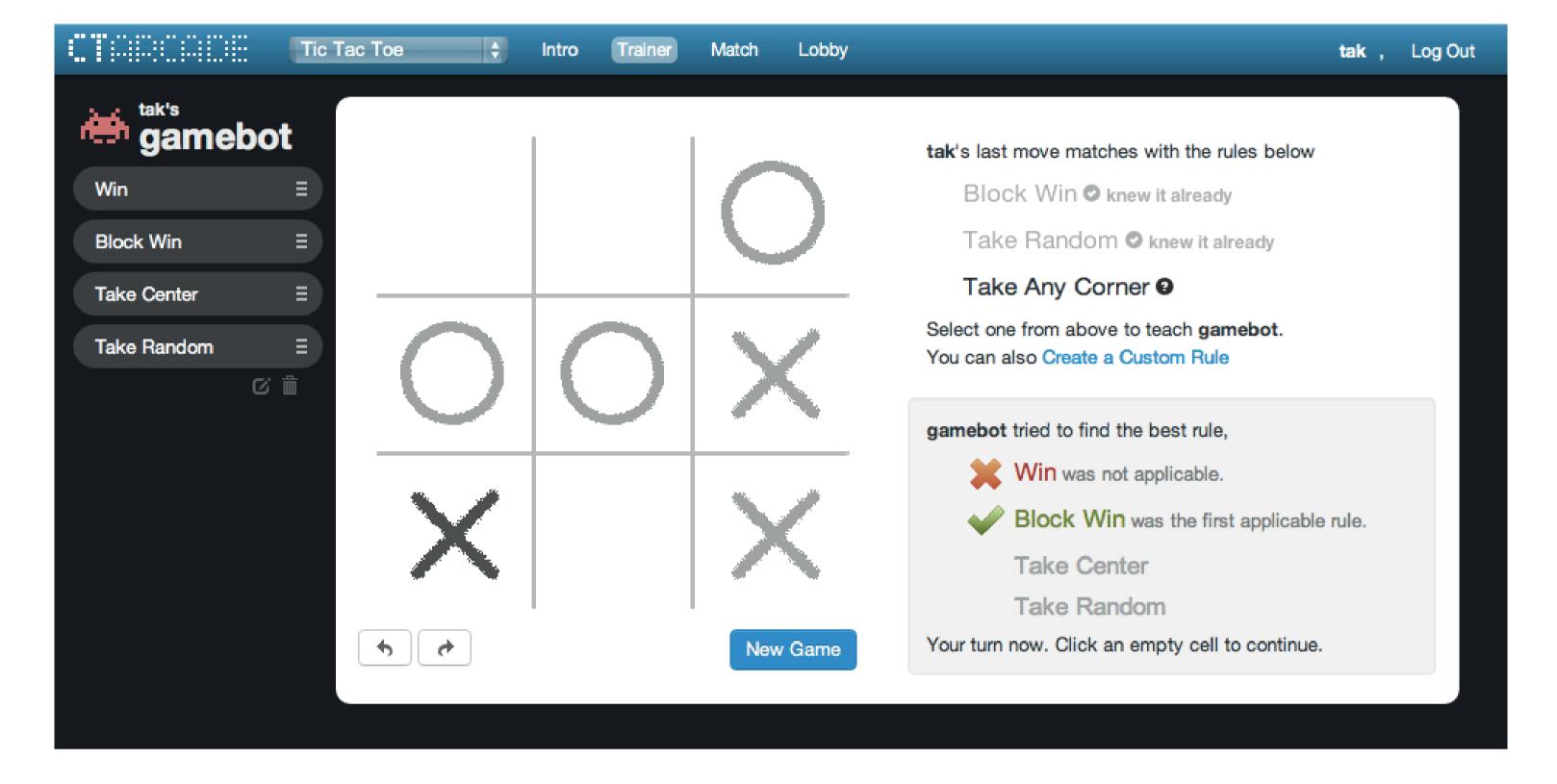
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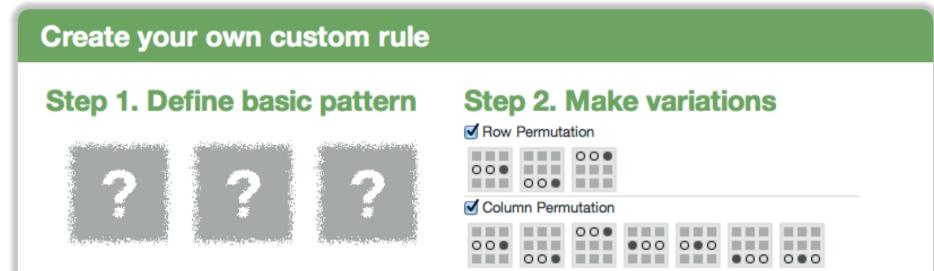
Human-Computer Interaction Lab, University of Maryland

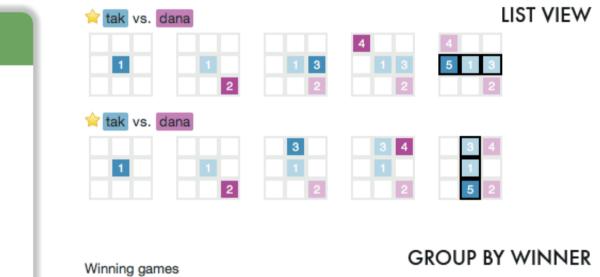








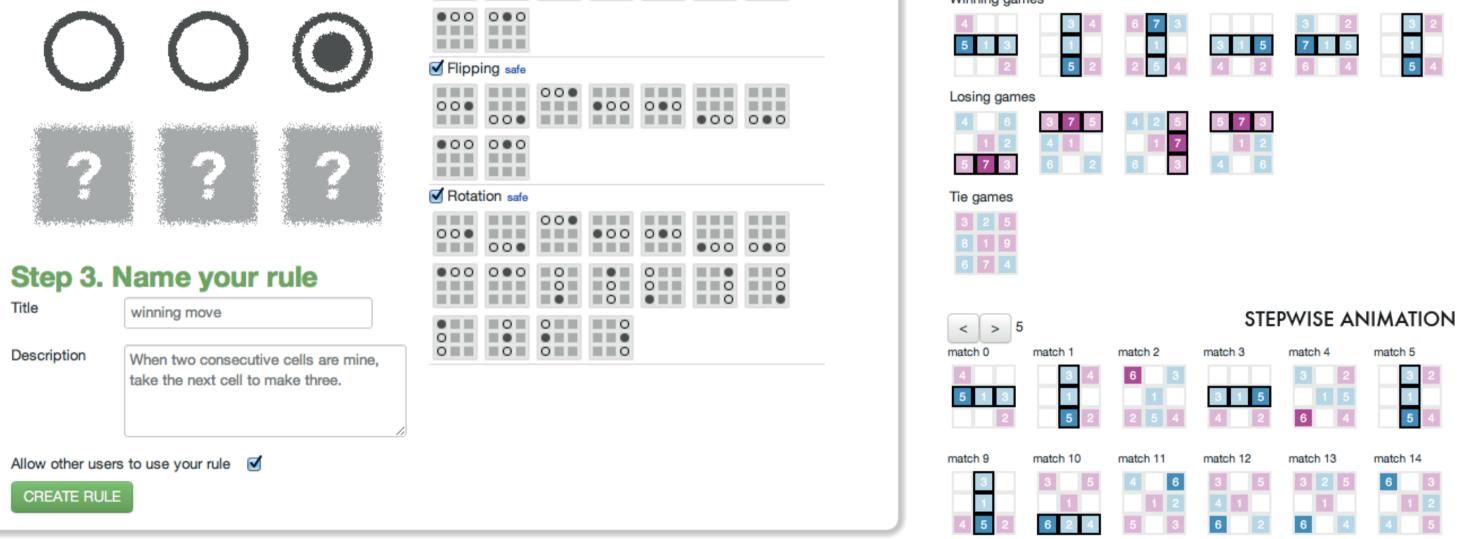


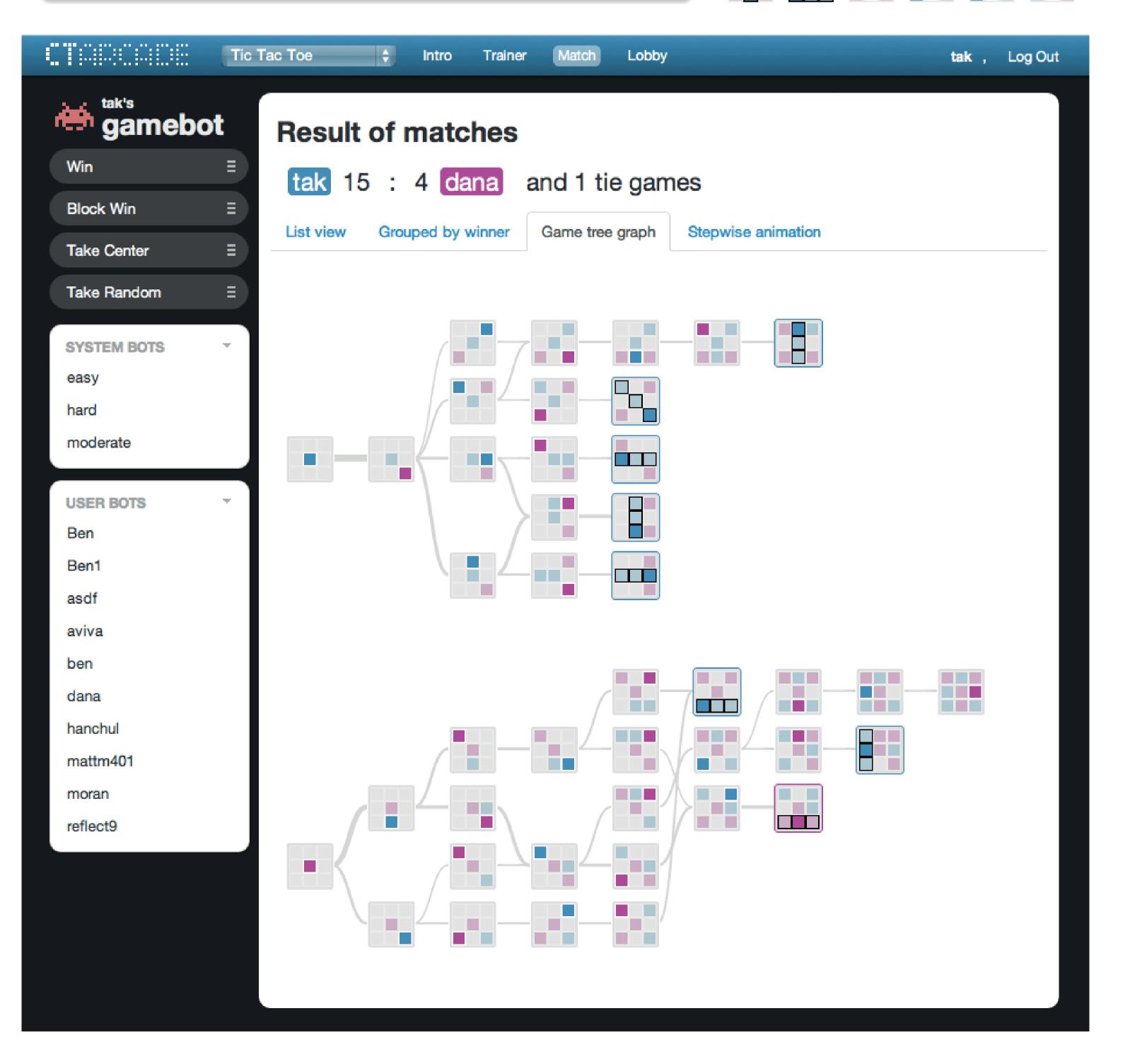


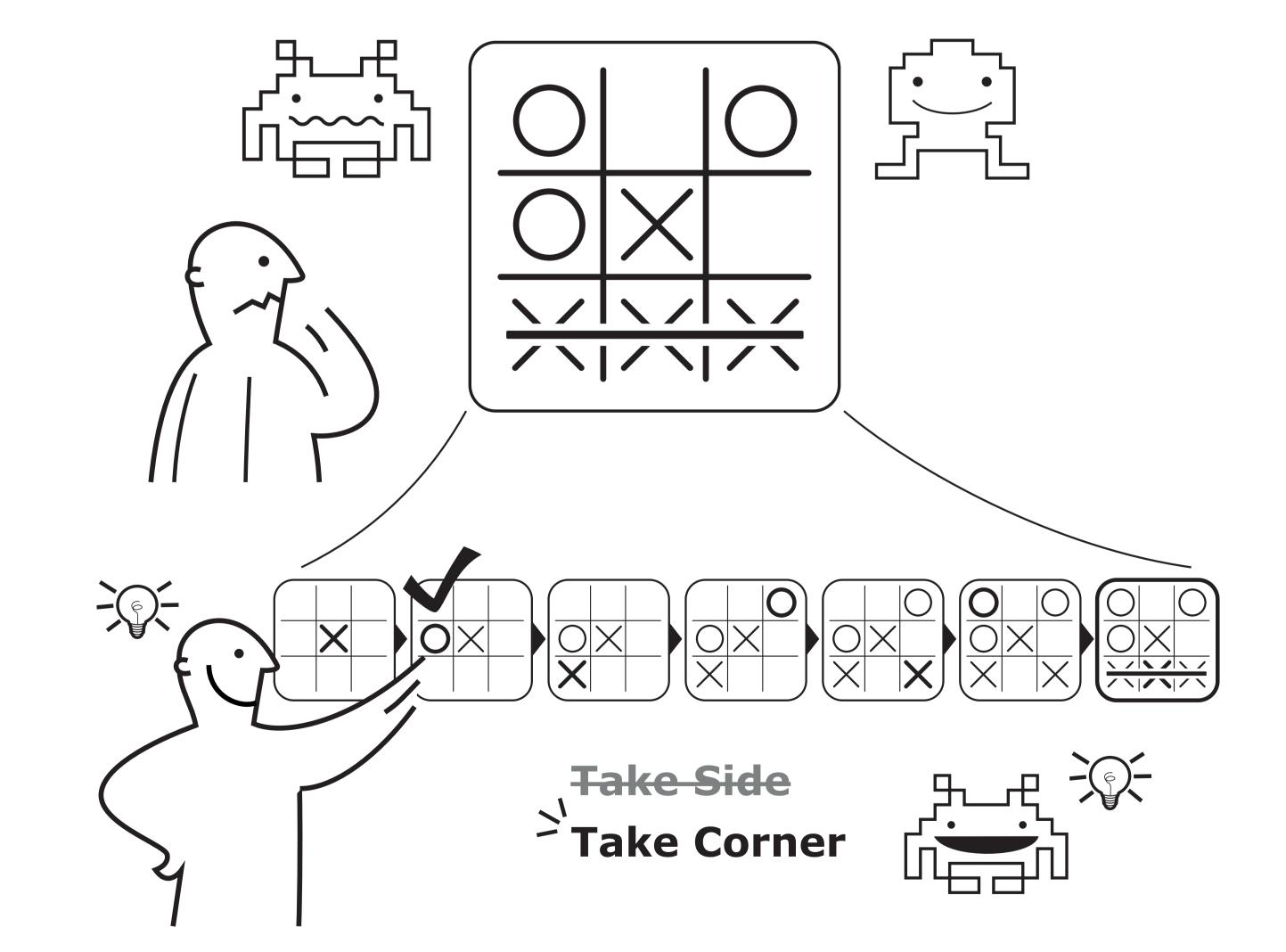
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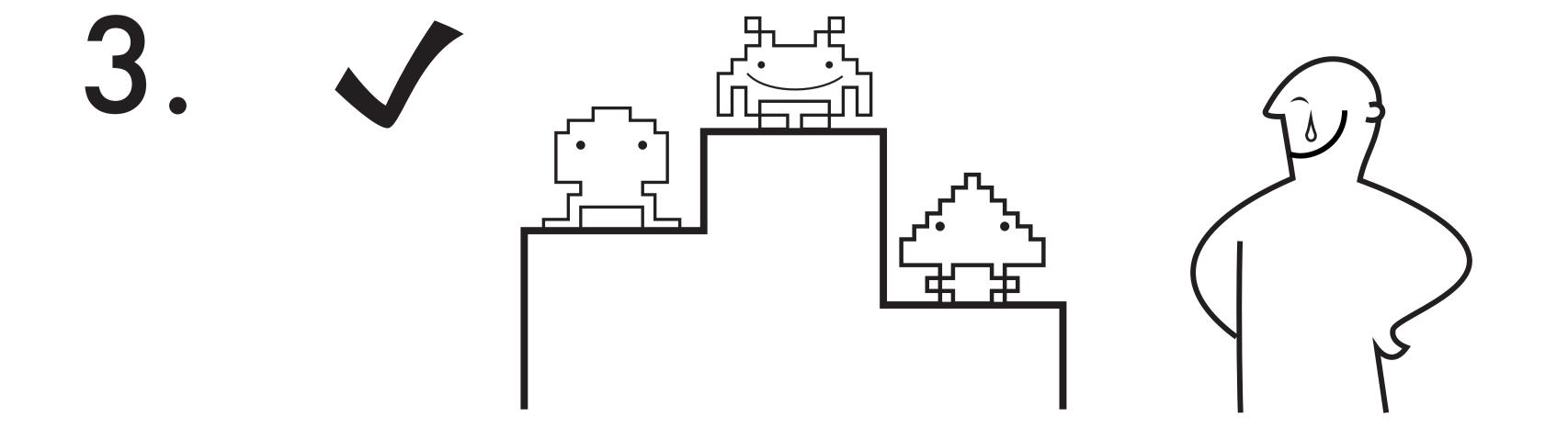
match 14

32









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