

Conference Proceedings

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Werneck, E., & Chang, M. (2009). Where Academics Meet the Real World: Difficulties Encountered when Conducting a Project for Designing a Game-Based Learning in a Company. In *In the Proceedings of the 4th International Conference on E-Learning and Games* (pp. 176–183). Banff, AB, Canada: In the Proceedings of the 4th International Conference on E-Learning and Games.