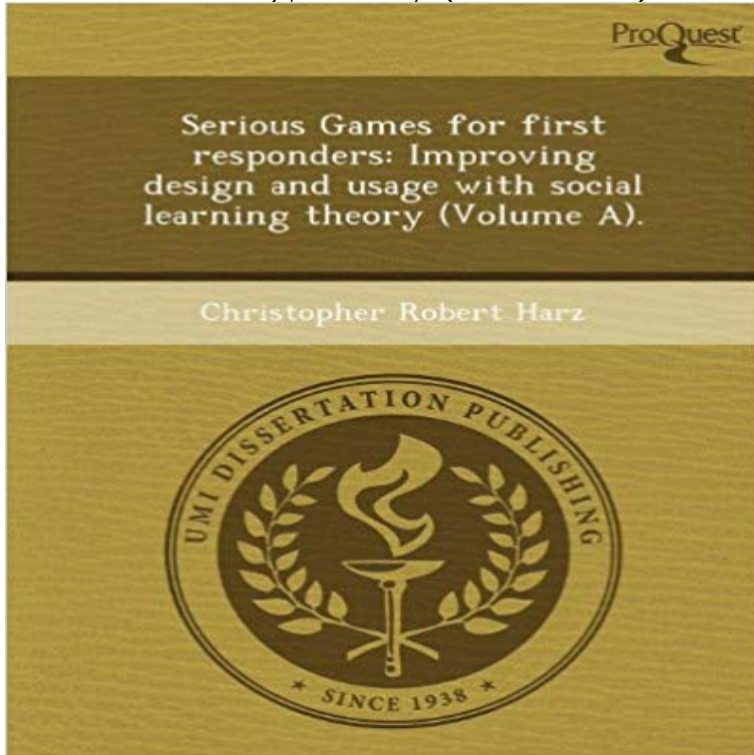


## Serious games for first responders: improving design and usage with social learning theory (volume a).



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