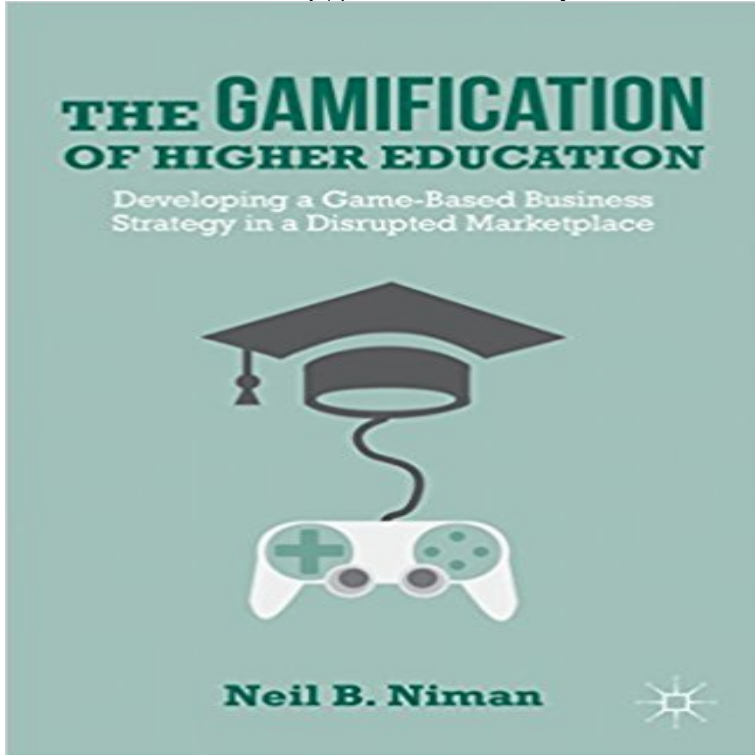


The Gamification of Higher Education: Developing a Game-Based Business Strategy in a Disrupted Marketplace



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