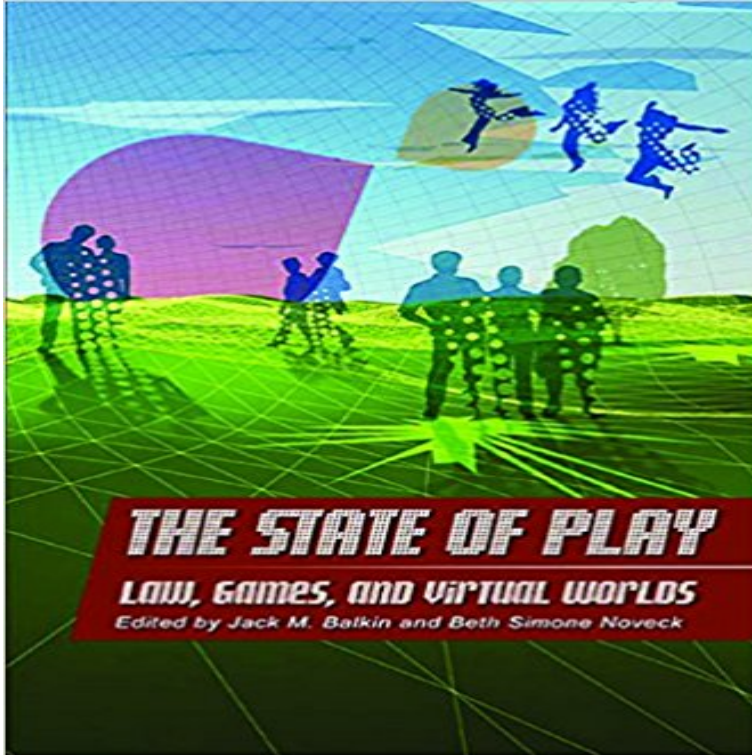


## The State of Play: Law, Games, and Virtual Worlds (Ex Machina: Law, Technology, and Society)



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