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Thesis Title

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Graz University of Technology

Supervisor

My Supervisor

Co-Supervisor

My Co-supervisor

Institute of Interactive Systems and Data Science

Head: My Institute Head

Graz, month year



GAME LAB GRAZ

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Acknowledgements

Your acknowledgement text.

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1. Introduction

The game analyzed in Schiller et al. (2018) is *Destiny*¹. Valve Corporation (2003) is a gaming platform, and also of type `misc` (without the subtype `game`).

bjbjhgdsdssiudzisdzisdzisd (Schiller et al., 2018).

1.1. Goals and Motivation

1.2. Methodology and Structure

¹ Bungie, 2014.

2. Background and Related Work

2.1. Section 1

2.2. Summary

3. Design & Conceptual Model

3.1. Starting Point and Motivation

3.2. User Target Group

3.3. Requirement Analysis

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5.5. Discussion

6. Lessons Learned

Lessons learned

7. Future Work

8. Conclusion

Appendix

Appendix A.

Appendinx 1 title

Some appendix content.

Bibliography

- Schiller, M. H., Wallner, G., Schinnerl, C., Monte Calvo, A., Pirker, J., Sifa, R., & Drachen, A. (2018). Inside the group: Investigating social structures in player groups and their influence on activity. *IEEE Transactions on Games*. <https://doi.org/10.1109/TG.2018.2858024> (cit. on p. 1).
- Valve Corporation. (2003, September). Steam. <https://store.steampowered.com> (cit. on p. 1).

Ludography

Bungie. (2014, September). Destiny [game; Activision, Santa Monica, CA, USA.]. <https://www.destinythegame.com/d1> (cit. on p. 1).