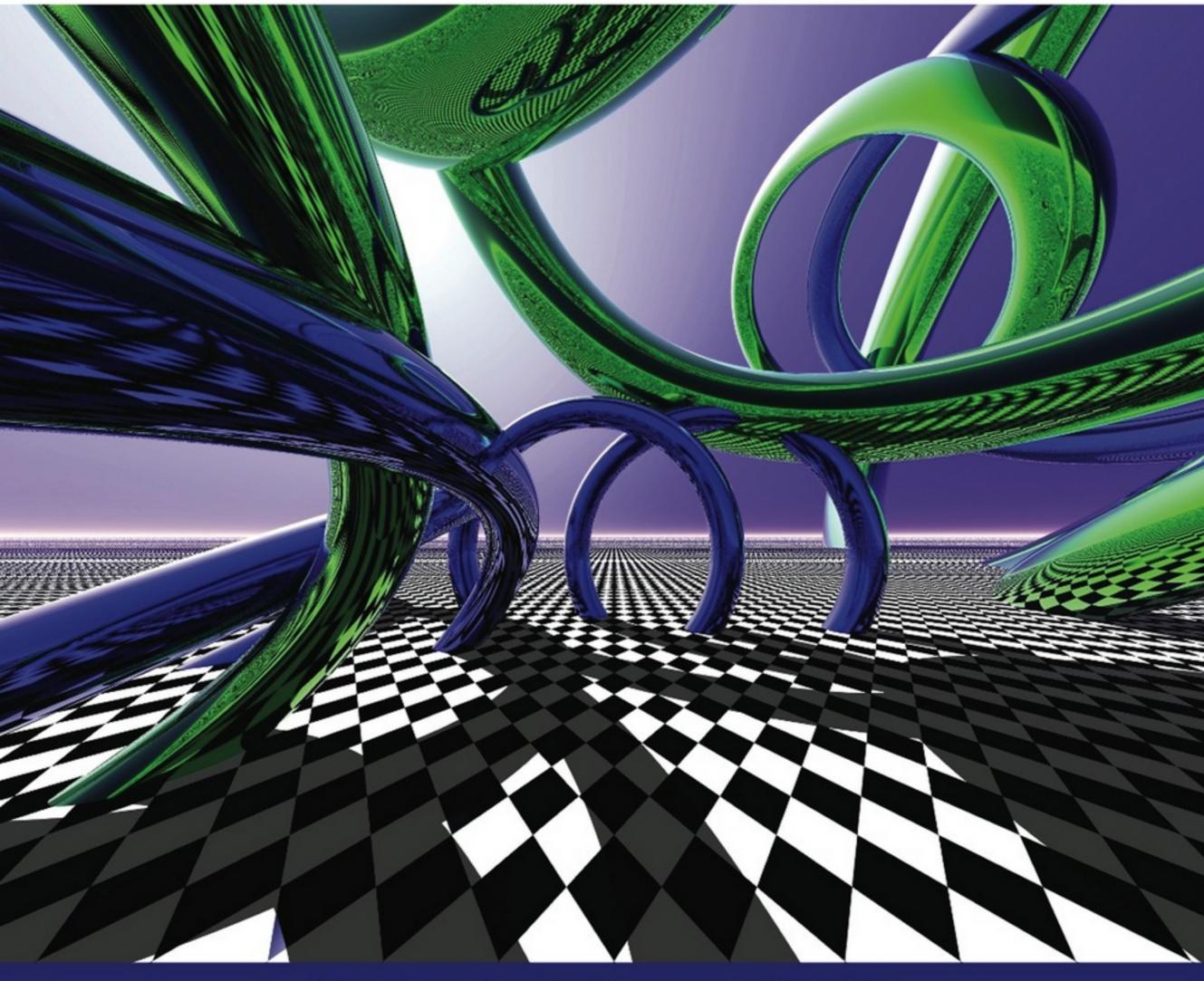


Computer games and language aims



Kyle Mawer and Graham Stanley