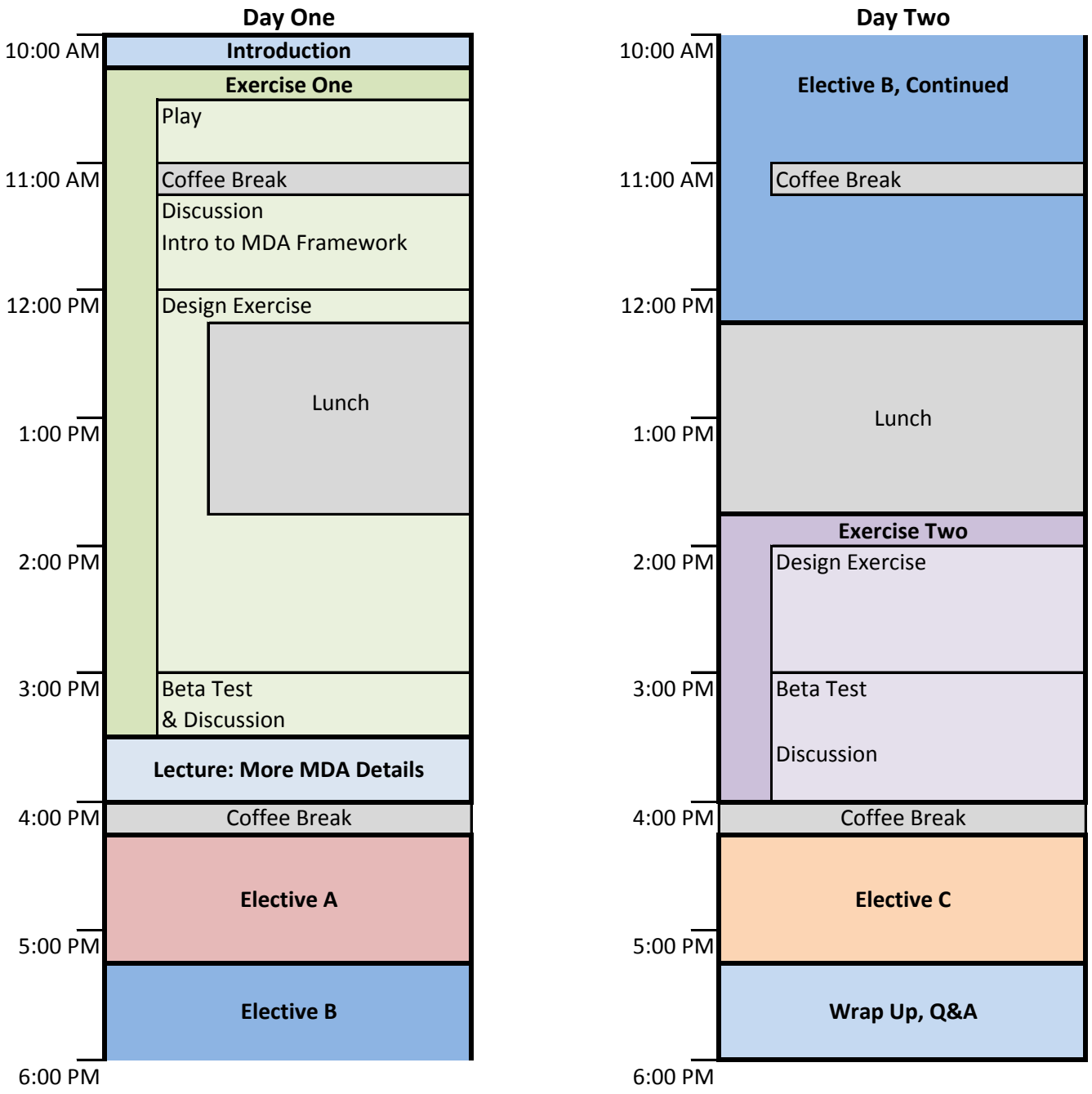
Game Design Workshop

GDC 2011