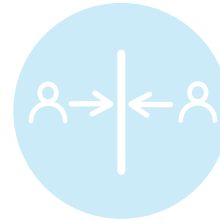




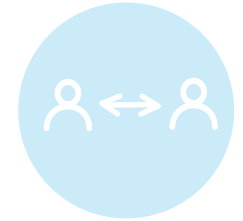
Social pressure



Social recognition



Competition



Share knowledge



Choices



Time limit



Penalization



Reward(points)



Luck



Winning/loosing



Level progression