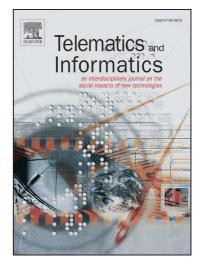
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Model of online game addiction: the role of computer-mediated communication motives

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