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Controlling VR Games: Control Schemes' and the Player Experience

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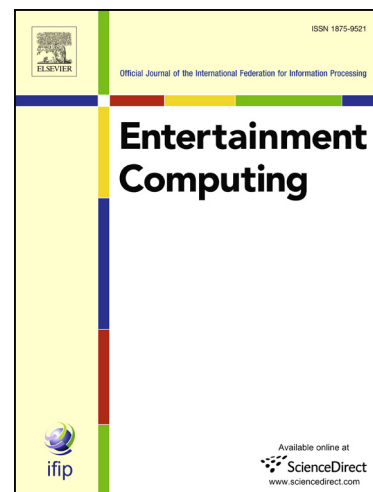
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