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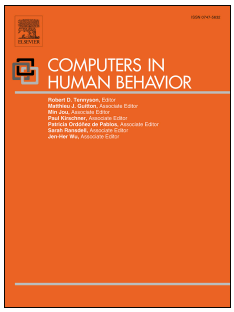

Online-only friends, real-life friends or strangers? Differential associations with passion and social capital in video game play

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Online-only friends, real-life friends or strangers? Differential associations with passion and social capital in video game play.

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