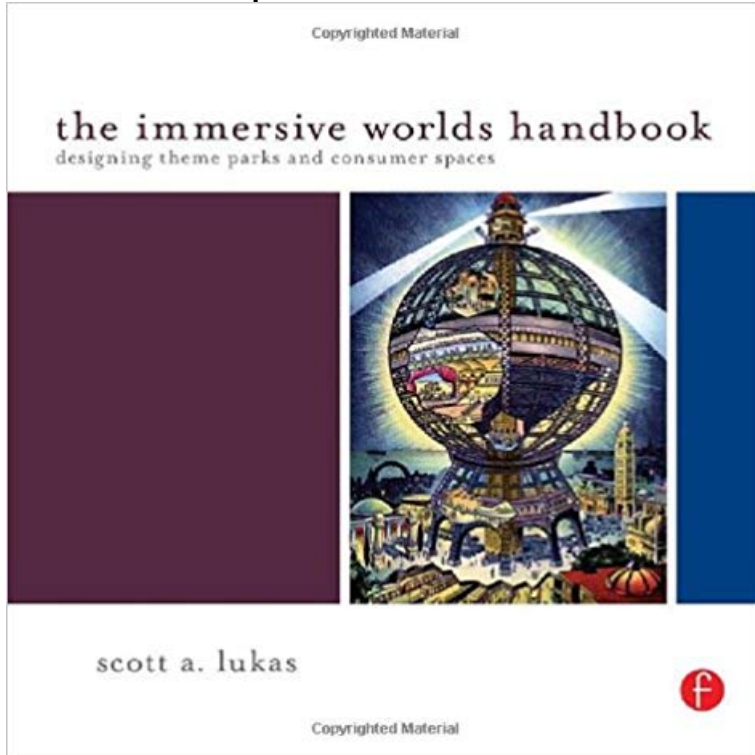


The Immersive Worlds Handbook: Designing Theme Parks and Consumer Spaces



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