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This book examines the form of eurogames, the hobbyist culture that surrounds them, and the way that hobbyists experience the play of such games. It chronicles the evolution of tabletop hobby gaming and explores why hobbyists play them, how players balance competitive play with the demands of an intimate social gathering, and to what extent the social context of the game encounter shapes the

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playing experience.

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While board games can appear almost primitive in the digital age, eurogames--also known as German-style board games--have increased in popularity nearly concurrently with the rise of video games. Eurogames have simple rules and short playing times and emphasize strategy over luck and conflict. This book examines the form of eurogames, the hobbyist culture that surrounds them, and the way that hobbyists experience the play of such games.

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Contemporary Eurogames, such as Acquire, appeared in the 1960s. The 3M series of which Acquire formed a part became popular in Germany, and became a template for a new form of game, one in which direct conflict or warfare did not play a role, due in part to aversion in postwar Germany to products which glorified conflict. The genre developed as a more concentrated design movement in the late ...

## Eurogame - Wikipedia

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Design culture is an organizational culture focused on approaches that improve customer experiences through design. In every firm, the design is significant since it allows the company to understand users and their needs. Integration of design culture in any organisation aims at creating experiences that add value to their respective users.

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