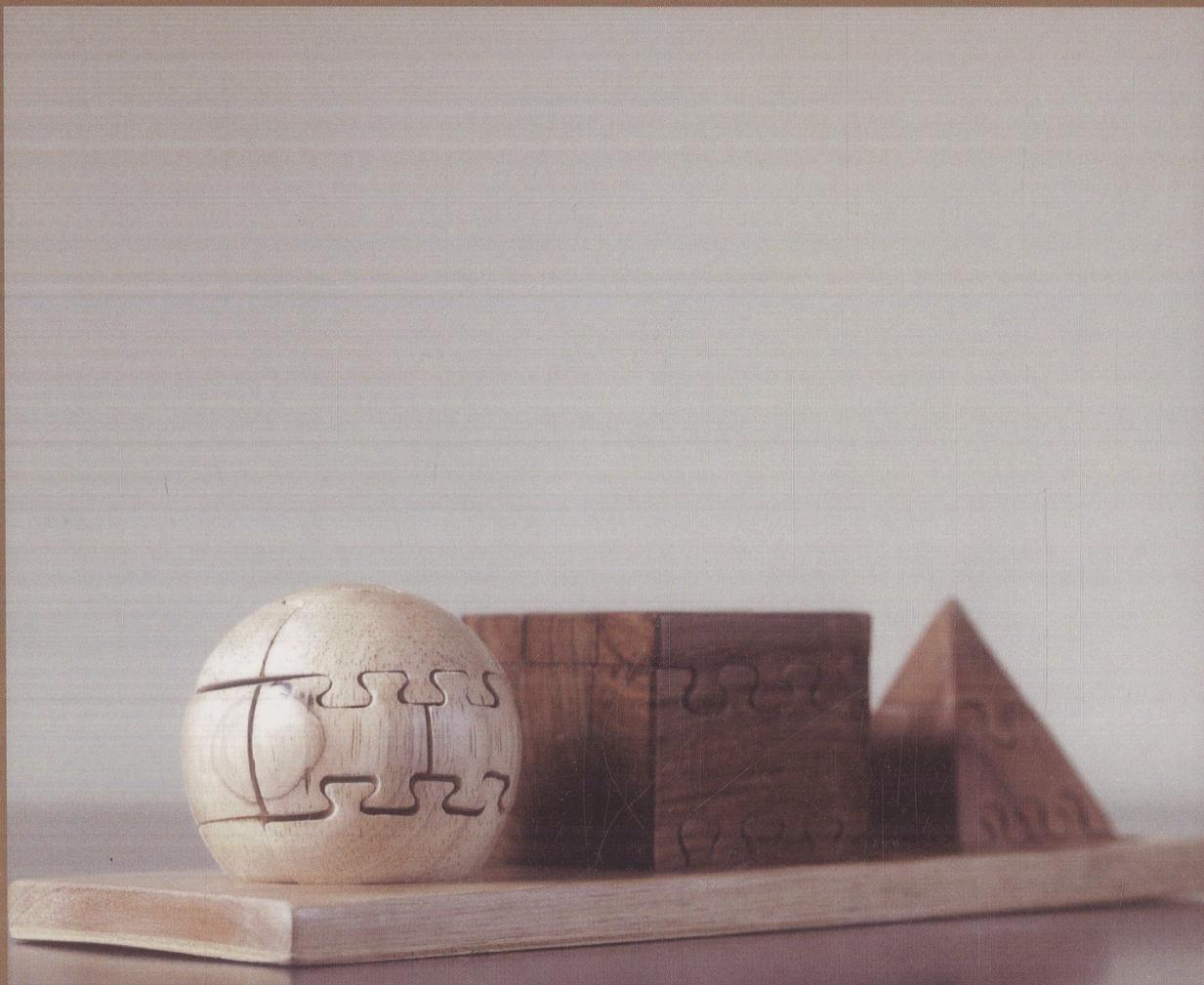


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Computer Games as Educational and Management Tools

Uses and Approaches



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& Paula Cristina Almeida Tavares**

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