

Acknowledgements

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Graduate School for the Humanities of the University of Cologne, and the *Extending Play 2016* Conference at Rutgers University. The same section is also featured in the anthology TIME TO PLAY: ZEIT UND COMPUTERSPIEL, edited by Stefan Höltgen and Jan Claas van Treeck. I presented the section on predictive thinking at the *Cutting Edges and Dead Ends* workshop organized by the Gamification Lab of the Leuphana University and the Working Group Games (AG Games) of the German Society for Media Studies (GfM). I also gave a talk based on this section at the *Moving Images 2015* conference at the University of Applied Sciences Kiel, whose papers are compiled in the book BILDVERSTEHEN: SPIELARTEN UND AUSPRÄGUNGEN DER VERARBEITUNG MULTIMODALER BILDMEDIENT, edited by Lars C. Grabbe, Patrick Rupert-Kruse, and Norbert M. Schmitz. The *Marshmallows and Bullets* section was presented at the F.R.O.G. 2017 conference in Vienna and published as part of the proceedings of the Clash of Realities 2015/16, where I gave a presentation on the project. The people involved in these events and publications provided feedback that helped shape this manuscript into what it is today.

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