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de Csikszentmihalyi [3], em Schaffer [4], em Murphy (Why Games Work) [5], em Chen [6][7][8] e nos livros Designing Games de Tynan Sylvester [9] e Emotional Design de Donald Norman [10]. Assim, entende-se que o SAN é fruto de um estudo teórico-reflexivo elaborado pelo cotejo dos principais autores que abordam