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1. K. Kutt, Ł. Ściga, and G. J. Nalepa, "**Emotion-based Dynamic Difficulty Adjustment in Video Games**," in *2023 IEEE 10th International Conference on Data Science and Advanced Analytics (DSAA)*, Oct. 2023, pp. 1–5, doi: [10.1109/DSAA60987.2023.10302578](https://doi.org/10.1109/DSAA60987.2023.10302578).
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