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- 2) Product should provide some form of challenge, goal to be achieved.
- 3) Competing products provide a start and finish point that provide measurable performance improvements.
- 4) More control over the level of difficulty for various age groups.
- 5) Added difficulty and game scenarios
- 6) Not at all likely
- 7) Other: this product provides no learning or challenge opportunities.
- 8) Quite important
- 9) Extremely dissatisfied
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