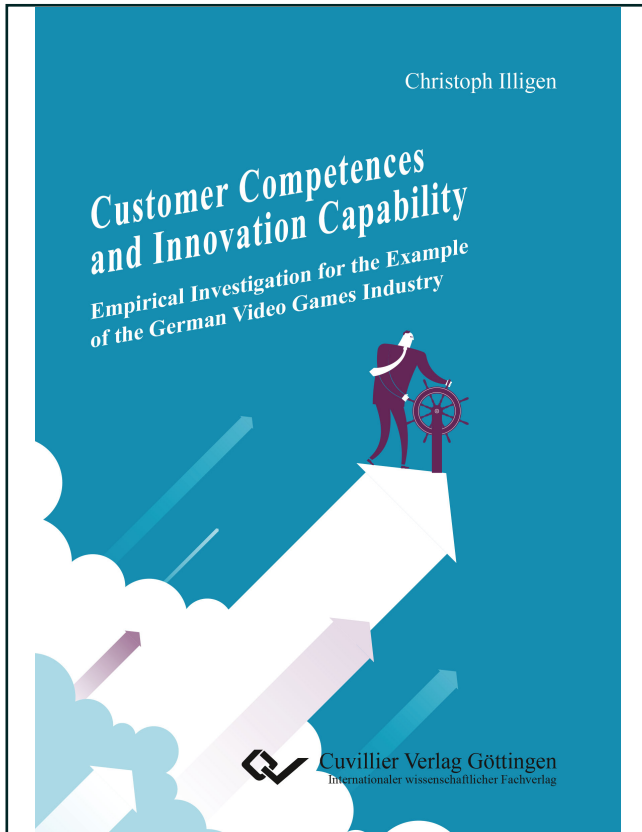




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Customer Competences and Innovation Capability

Empirical Investigation for the Example of the German Video Games Industry



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