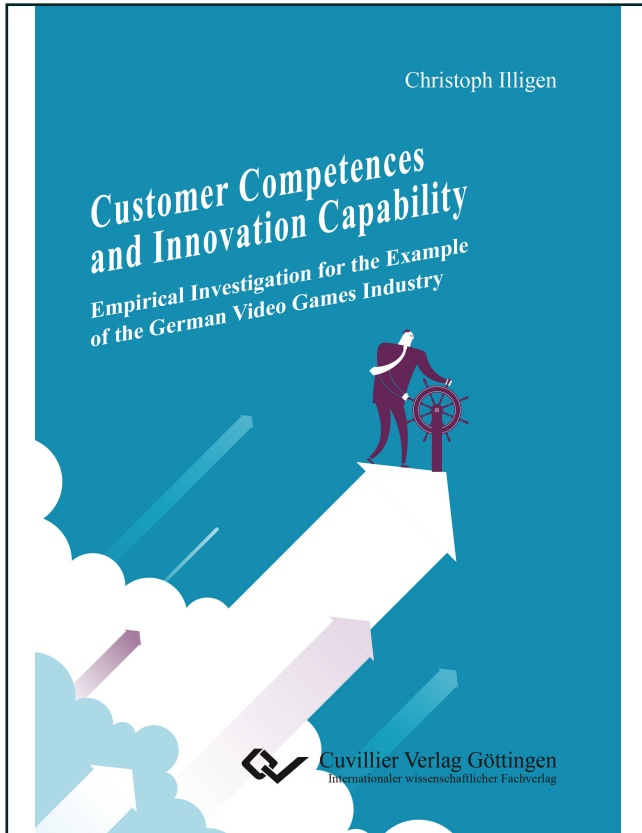




Christoph Illigen (Autor)

Customer Competences and Innovation Capability
Empirical Investigation for the Example of the German
Video Games Industry



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Telefon: +49 (0)551 54724-0, E-Mail: info@cuvillier.de, Website: <https://cuvillier.de>



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