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architecting tomorrow's computing

November/December 2008

Storage  
Roundtable,  
Part 2

Code  
Spelunking

# Game Development

Everything you know is wrong

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ACM Queue (ISSN 1542-7730) is published ten times per year by the ACM, 2 Penn Plaza, Suite 701, New York, NY 10121-0701. POSTMASTER: Please send address changes to ACM Queue, 2 Penn Plaza, Suite 701, New York, NY 10121-0701 USA Printed in the U.S.A.

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