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(54) Title: AUTOMATIC GENERATION OF SUGGESTED MINI-GAMES FOR CLOUD-GAMING BASED ON RECORDED GAMEPLAY

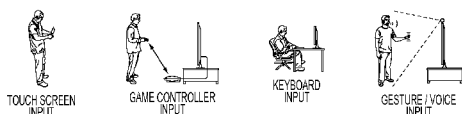
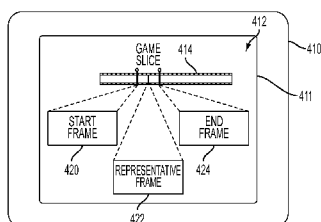
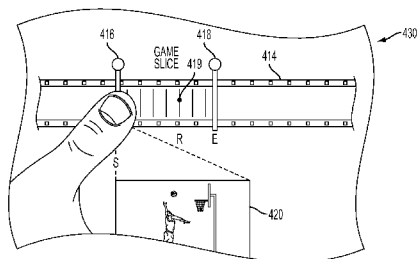


FIG. 4B

(57) Abstract: A method for generating a playable limited version of a video game is provided. A user's gameplay of a full version of the video game is recorded. The user's recorded gameplay is analyzed to determine a region of interest. Boundaries are defined within a gameplay context of the video game based on the determined region of interest. The limited version of the video game is generated based on the defined boundaries.



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