## Video Games as Data: Gathering Place-Based Data from Player Exploration in Video Game Environments

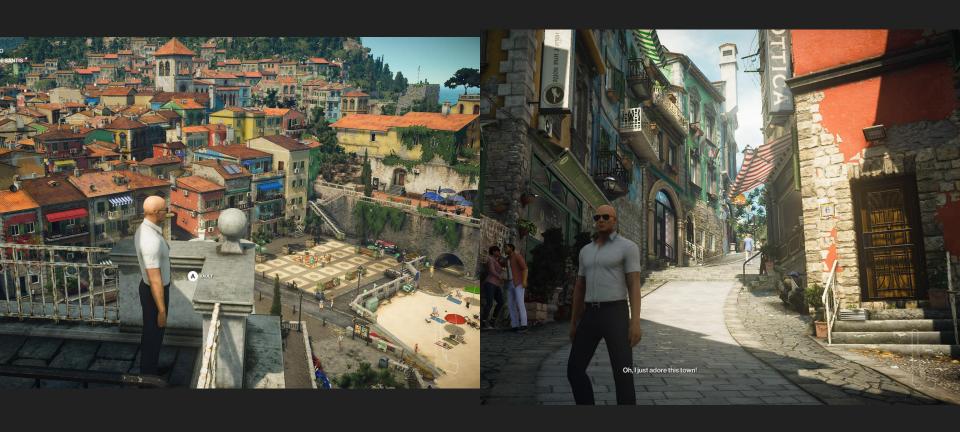
Hannah Gunderman, Carnegie Mellon University Pittsburgh, PA, USA RGS-IBG 2020 - Virtual











## Thank you!

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