



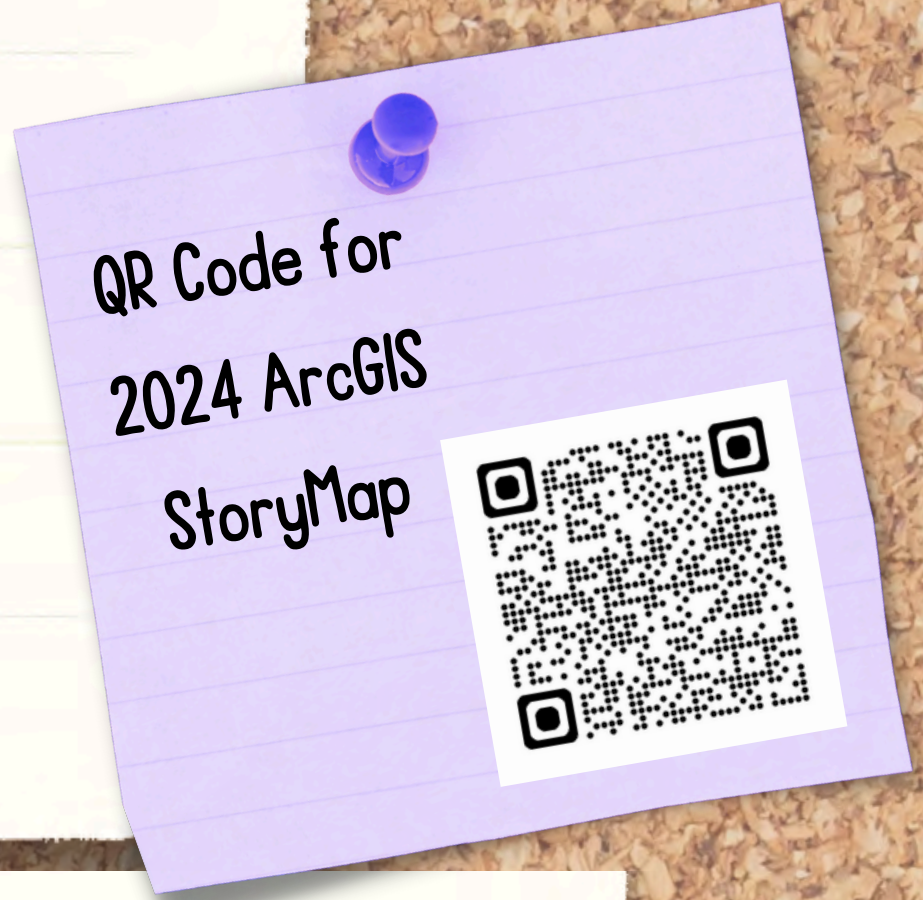
# 2024 SHSU INTERNATIONAL STUDENTS AND GAMES MAP AND ARCGIS STORYMAP



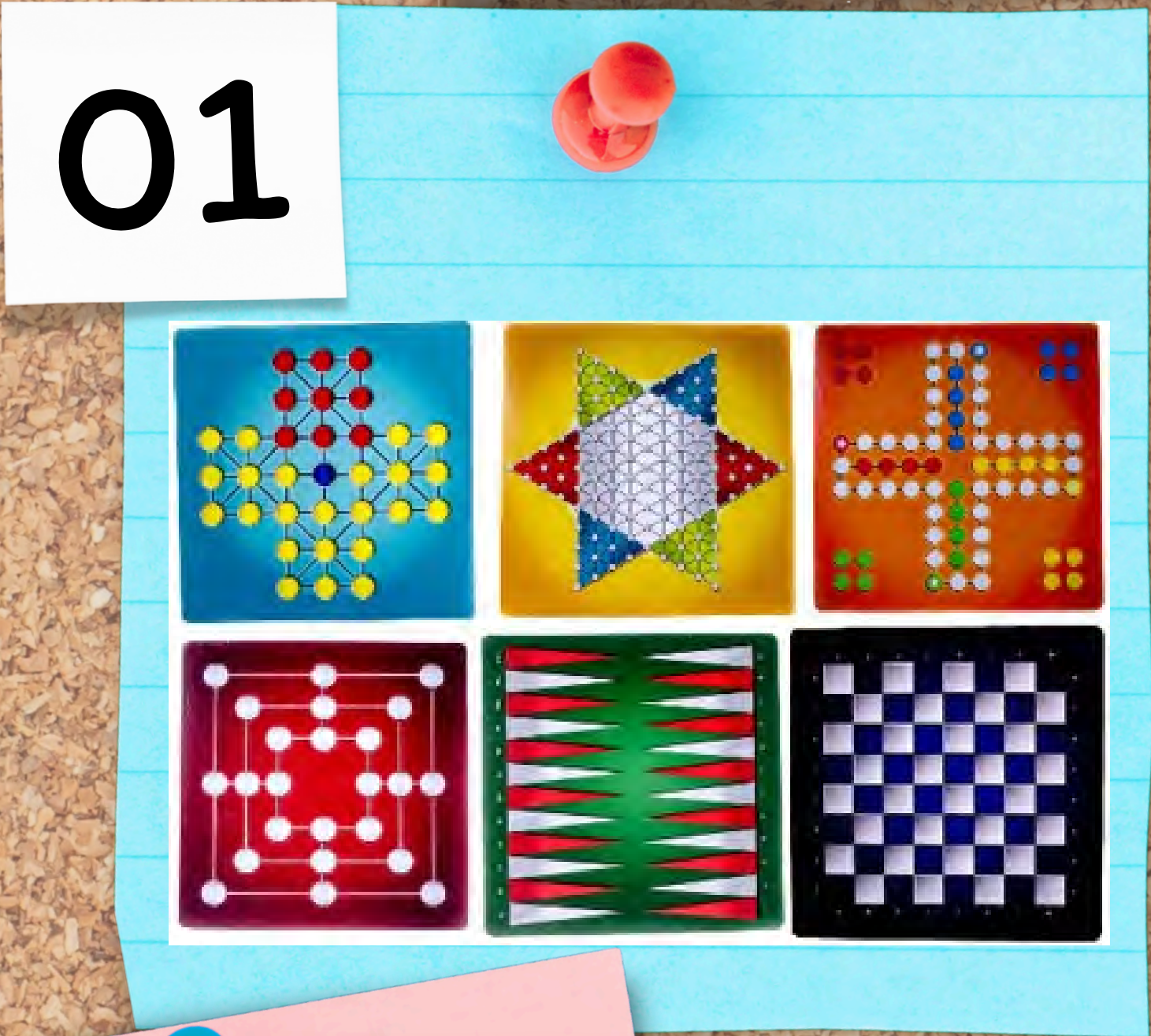
PROVIDING OUR INTERNATIONAL STUDENTS WITH A CONNECTION TO HOME THROUGH GAMES.

By: Kristina Claunch, SHSU

Research and Instruction Librarian, kclaunch@shsu.edu



QR Code for 2024 ArcGIS StoryMap



## 01

## The Project

This project began in Fall 2023 by identifying the origin and/or theme of games. Work with TDL GISIG helped with access to ArcGIS. This led to creating a map to visually represent the data. Locations not yet represented in our collection are easily identified. The ArcGIS StoryMap is a tool that highlights information about different student populations attending SHSU and games connected with the country associated with those students. This tool is similar to PowerPoint, but offers mapping tools not available with PowerPoint.

### Map Key

- Student population
- Game/Creator/Artist originally from the country
- Game themed towards the country

## 02

### Progress

Here are two maps highlighting gaps from Fall 2023 that were filled in Spring 2024.

### Tools Used

- Excel Spreadsheets
- GPSVisualizer.com
- Bingmapsportal.com
- ArcGIS Online
- ArcGIS StoryMaps

**FREE**

### More Free Tools...

- Tableau
- Knightlab
- QGIS
- Natural Earth Data

Segment of the 2023 Students and Games Map showing countries without representation in the collection.

Segment of the 2024 Students and Games Map with purchased games filling the previously identified collection gap.

## 03

### Future Goals

Purchases are now more intentional for international games. The goal is to fill all gaps in the collection. In addition, a special tab will be added in our Game Collection LibGuide that will highlight this international collection and will include this map (with regular updates!). <https://shsulibraryguides.org/gamecollection>

2024 Students and Games Map

QR Code for 2024 Interactive Map

