Visualization of A Boardgame Dataset

CS 547 Project Pitches
Neera Patadia
Why Boardgames?

The boardgame scene has exploded in popularity over the last few years. Lots of new developers are creating games with more complexity and interactions between player (Settlers of Catan, Splendor, etc...).

Newfound popularity has been reflected in the online presence of boardgame discussion forums, podcasts and reddit threads.
Understanding Boardgame Popularity
The Dataset

• Dataset obtained through Kaggle, initially scrapped from boardgamegeek.com

• 20,000 boardgames with related data
  • Publishing year
  • Minimum and maximum number of players
  • Expected play time

• Also includes data on online discussion frequency
  • Number of comments boardgamegeek.com for a game
  • Website views for a boardgame
  • Number of podcasts boardgame is mentioned on
Potential Aims

- Lots of interesting questions arise from this dataset!

  - What factors contribute to boardgame popularity?
  - How do we evaluate boardgame popularity?
  - Is there a relationship between award recognition and game popularity?
  - How does game complexity relate to popularity?
Thanks For Listening!