

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

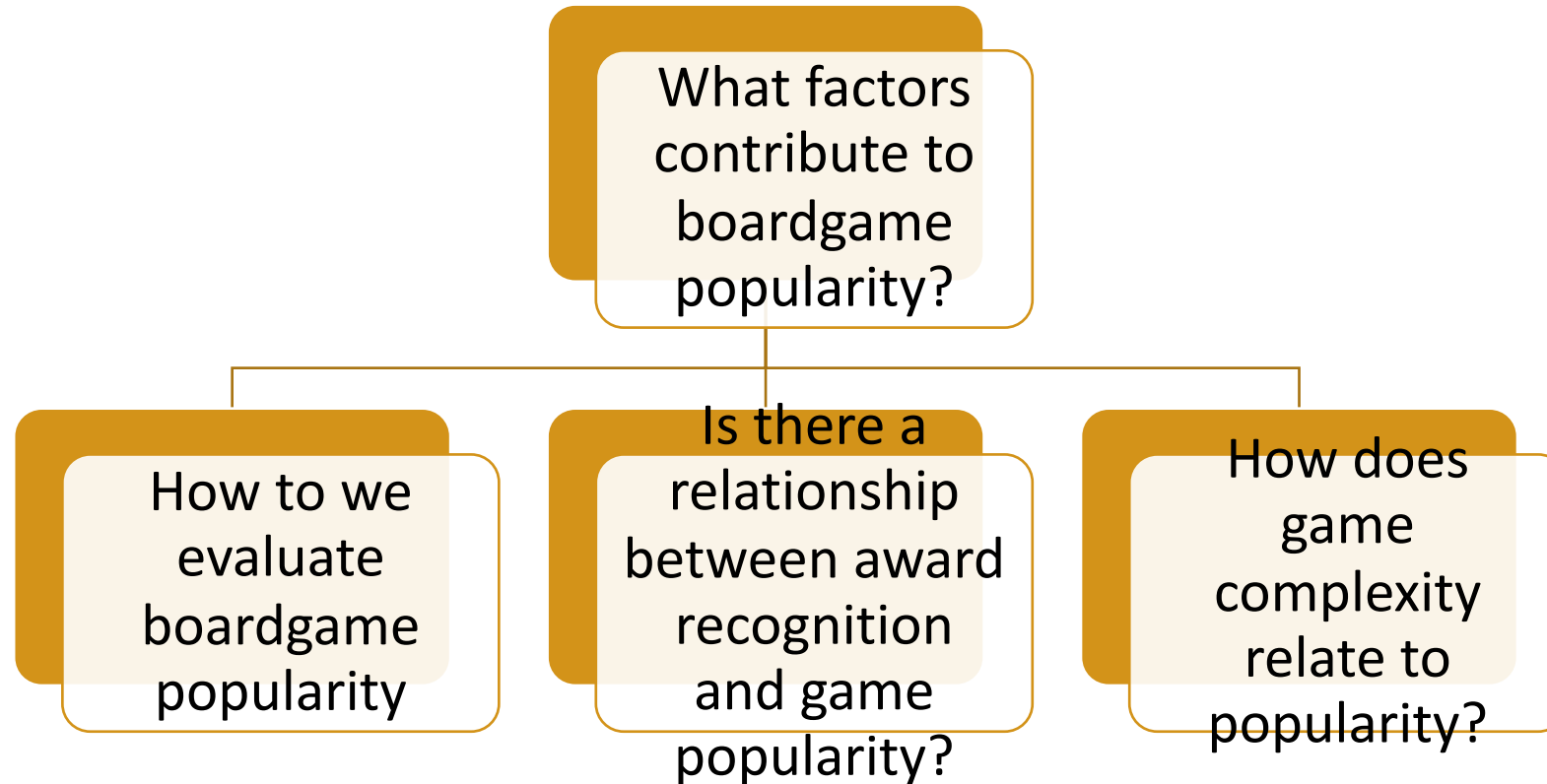
The Dataset

- 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!





Thanks For Listening!