

Board Games Market Analysis

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\$ 13.1 Billion

THE GLOBAL BOARD GAMES MARKET SIZE WAS WORTH AN ESTIMATED USD 13.1 BILLION IN 2019, GROWING AT A CAGR OF 9 PERCENT DURING THE FORECAST PERIOD 2019-2025.



THE DATASET

- The dataset contains the attributes and the ratings for 20,343 board games from BoardGameGeek.
- The dataset was obtained from Kaggle.

Overview of Goals

1

CONDUCT A THOROUGH
EXPLANATORY ANALYSIS OF
THE BGG DATASET



2

INVESTIGATE MY RESEARCH
QUESTION:
WHAT CONSTITUTES HIGHLY
RATED BOARD GAMES?

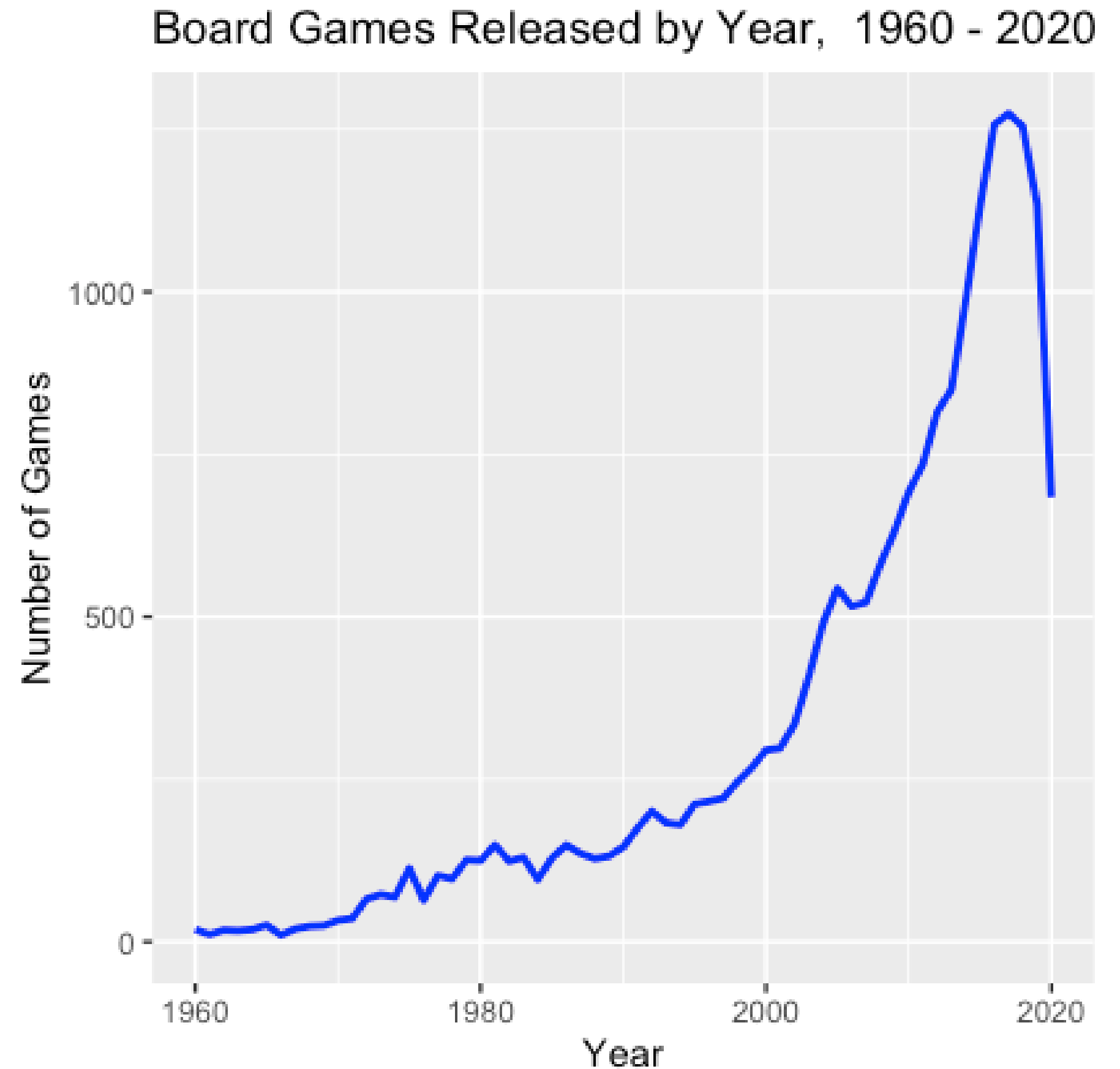


3

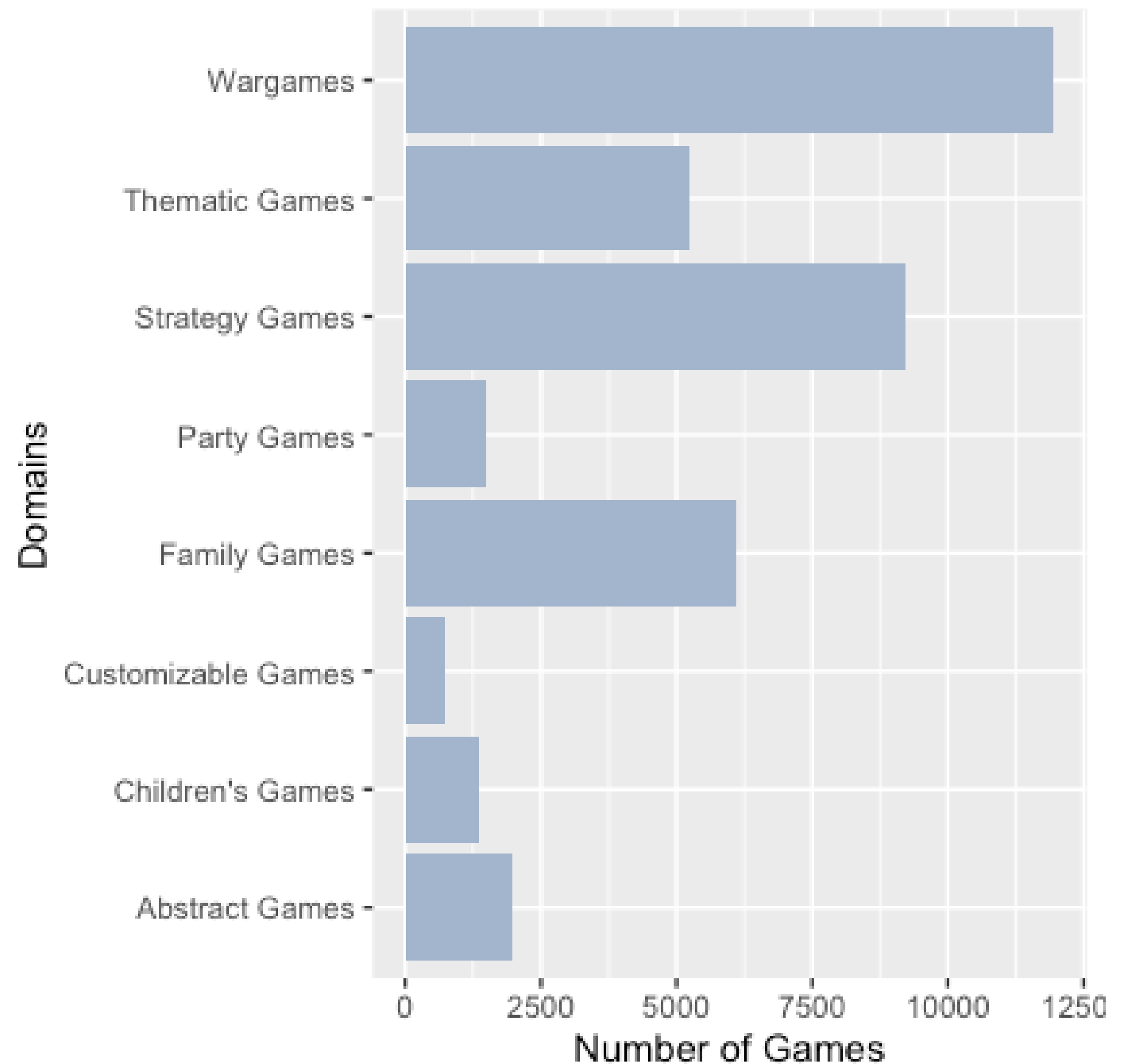
BUILD CONTENT-BASED
BOARD GAMES
RECOMMENDATION SYSTEM



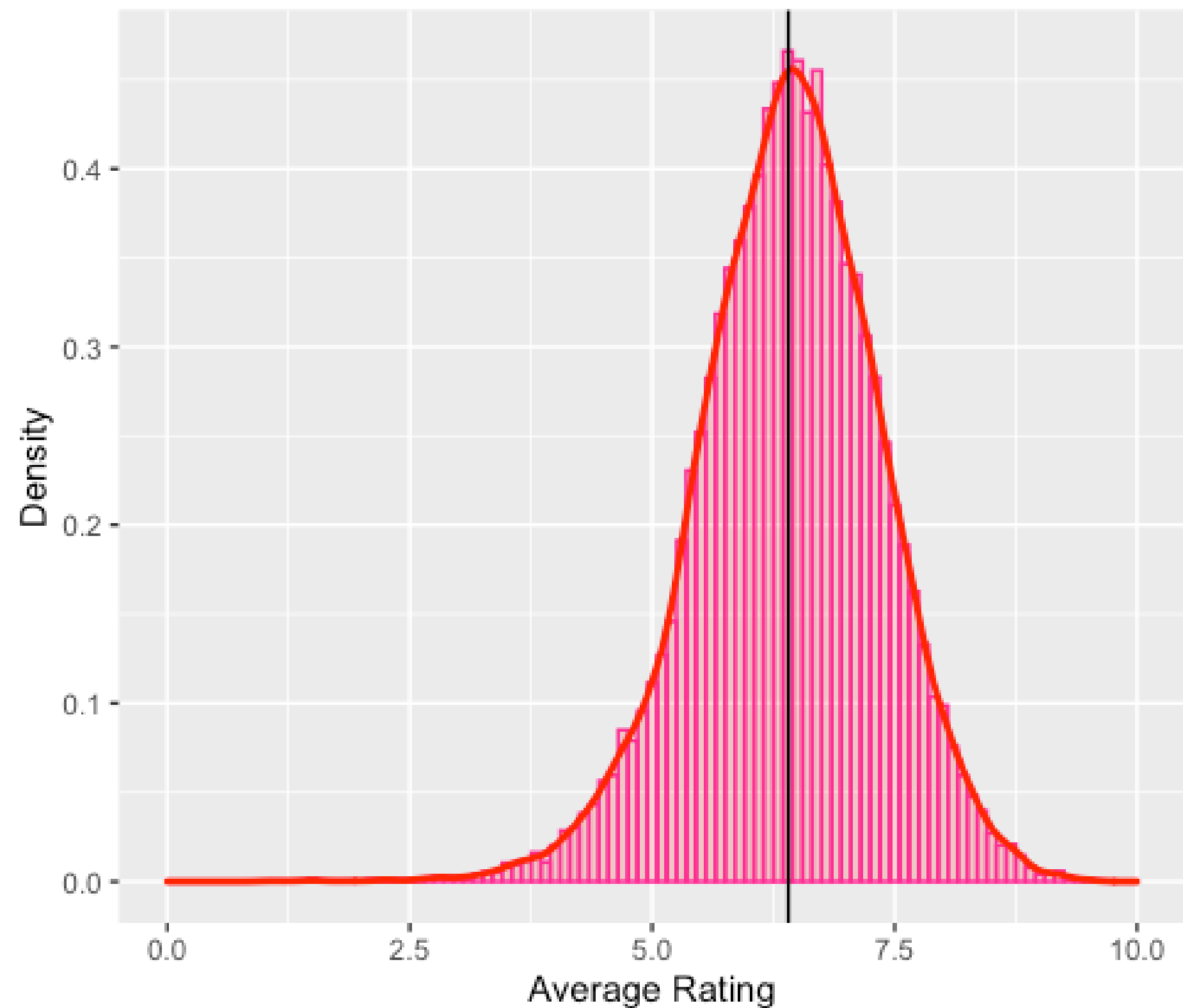
We witness a sharp increase in the number of games released over the past 60 years.



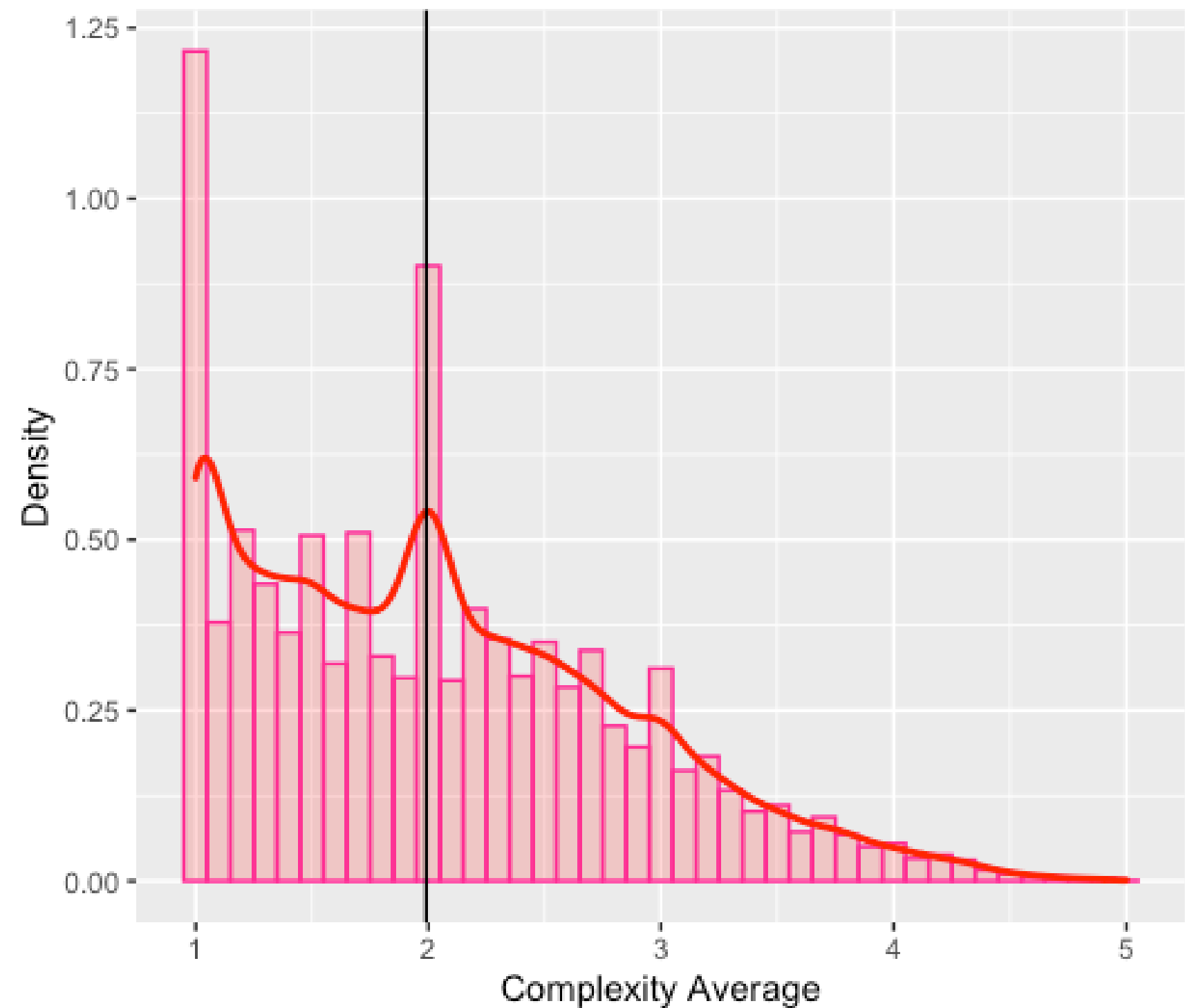
The most popular board games domain is Wargames, followed by Strategy Games and Family Games.



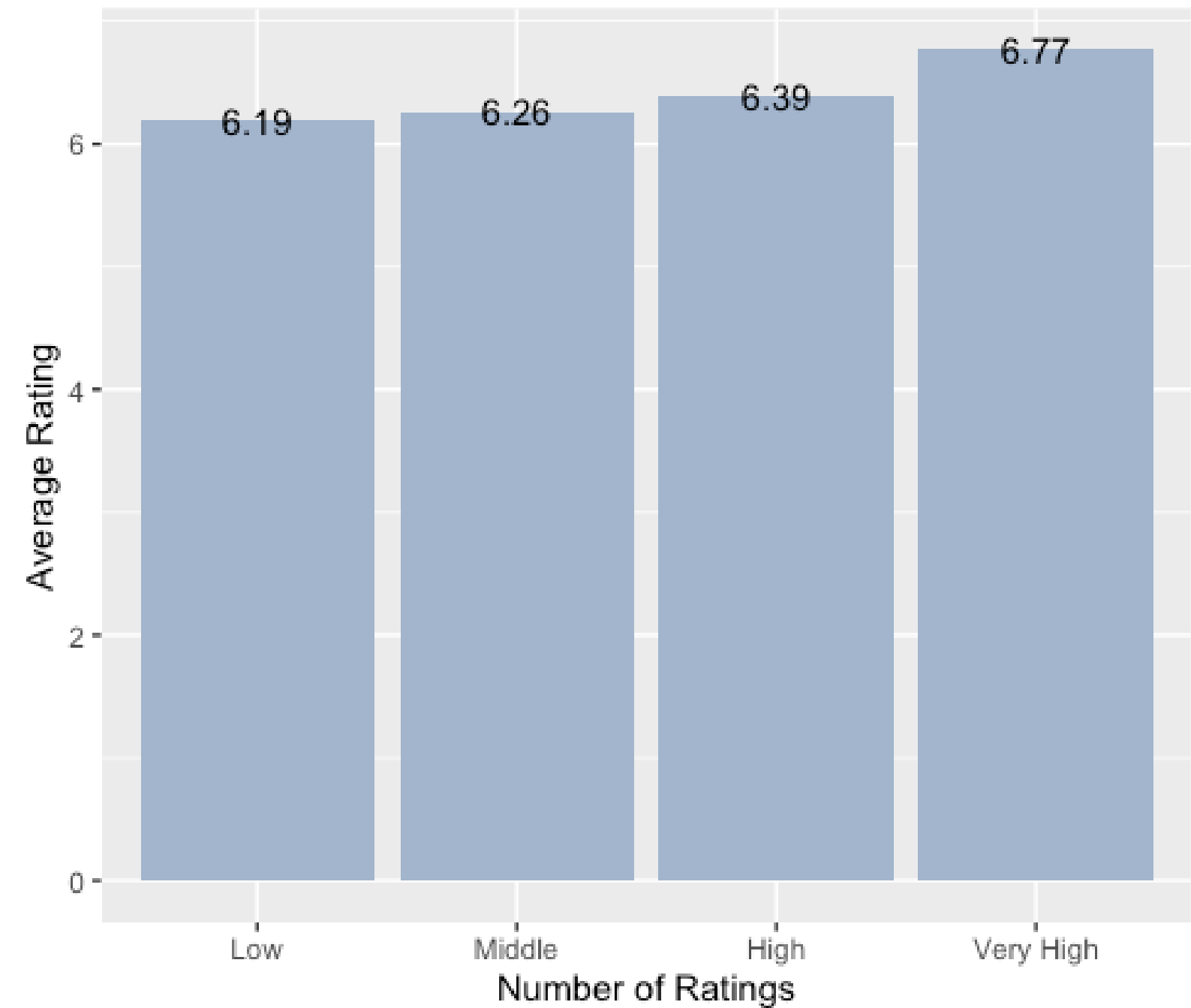
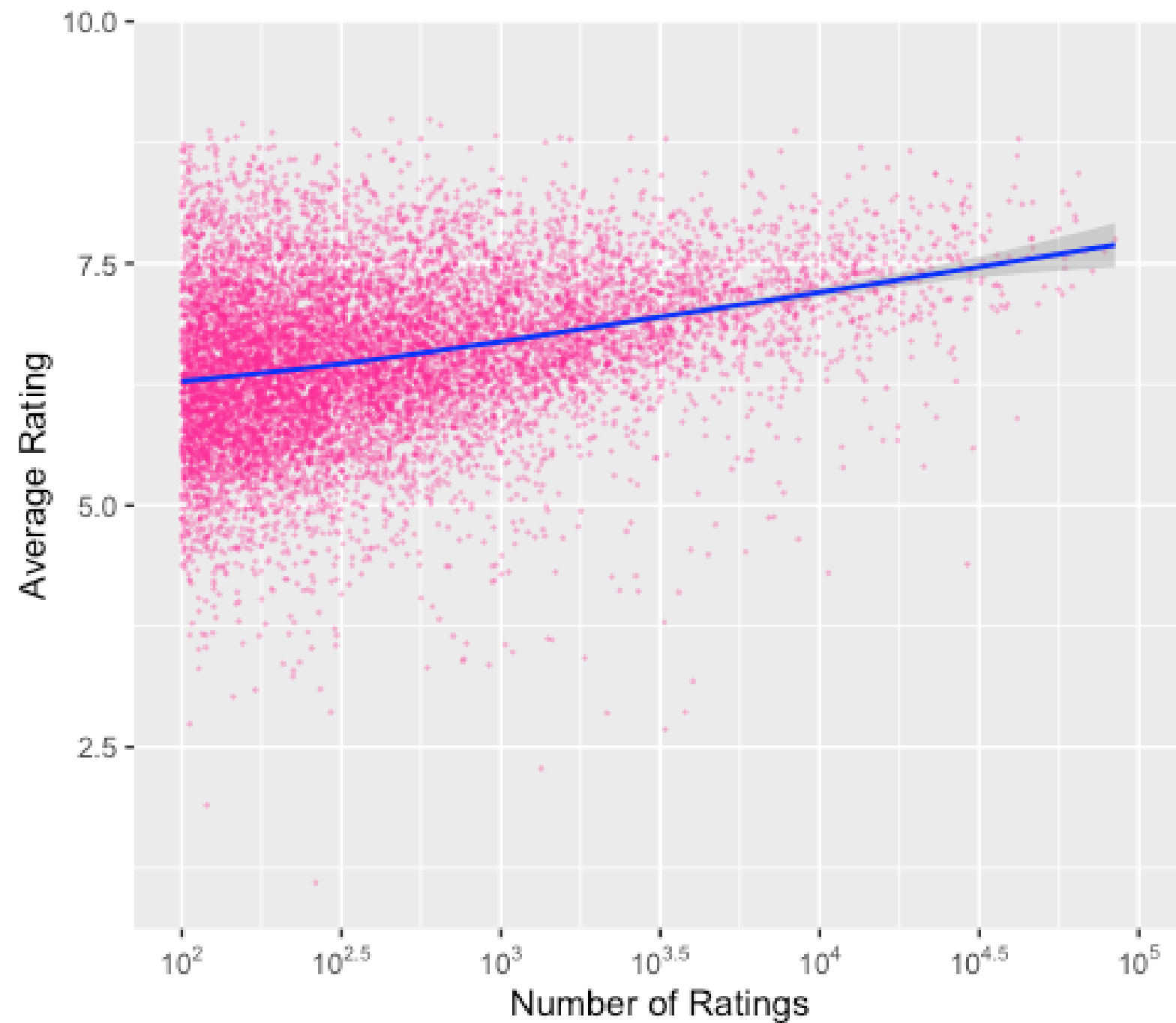
The density curve of average rating is skewed to the left, with a mean of 6.4.



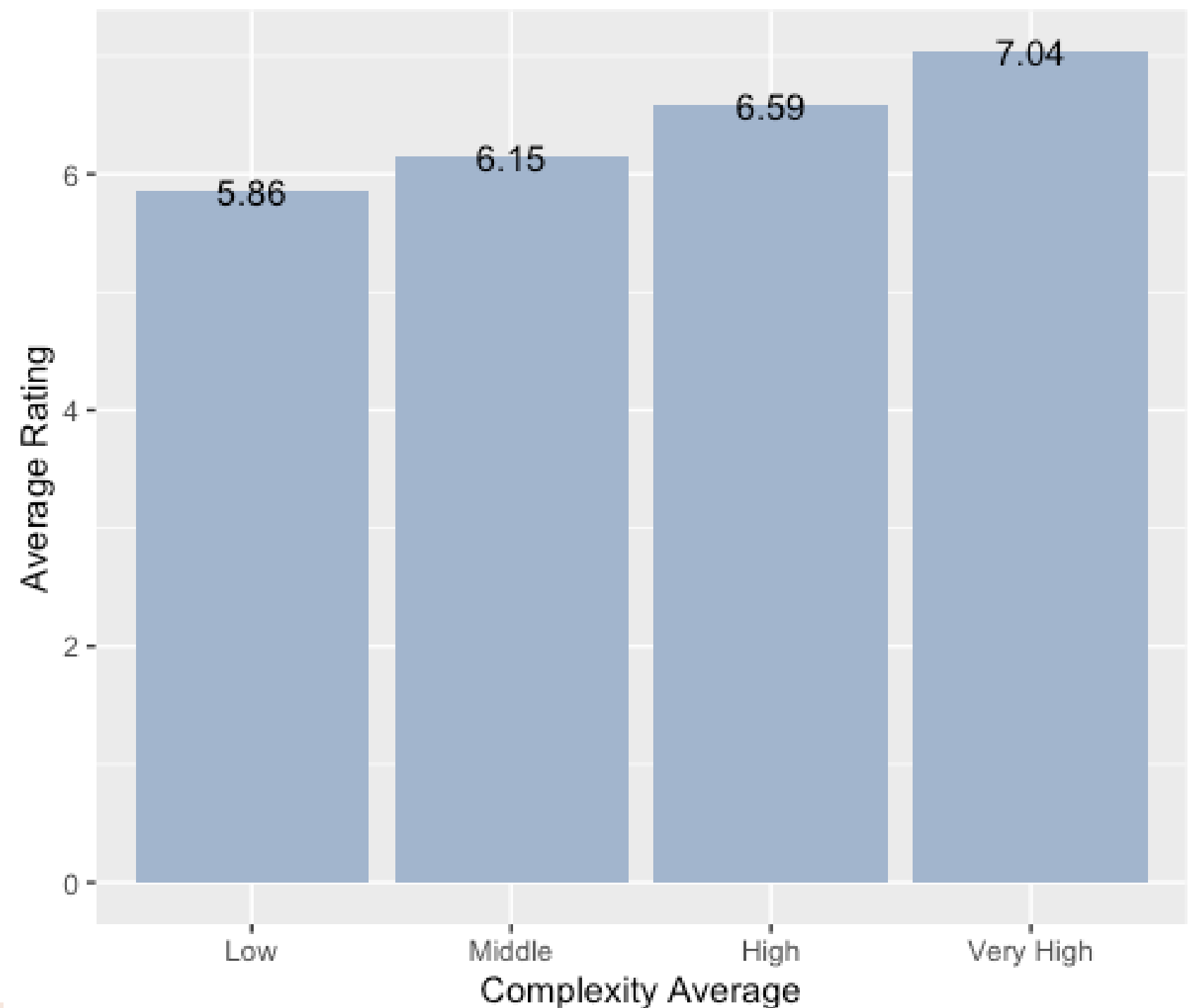
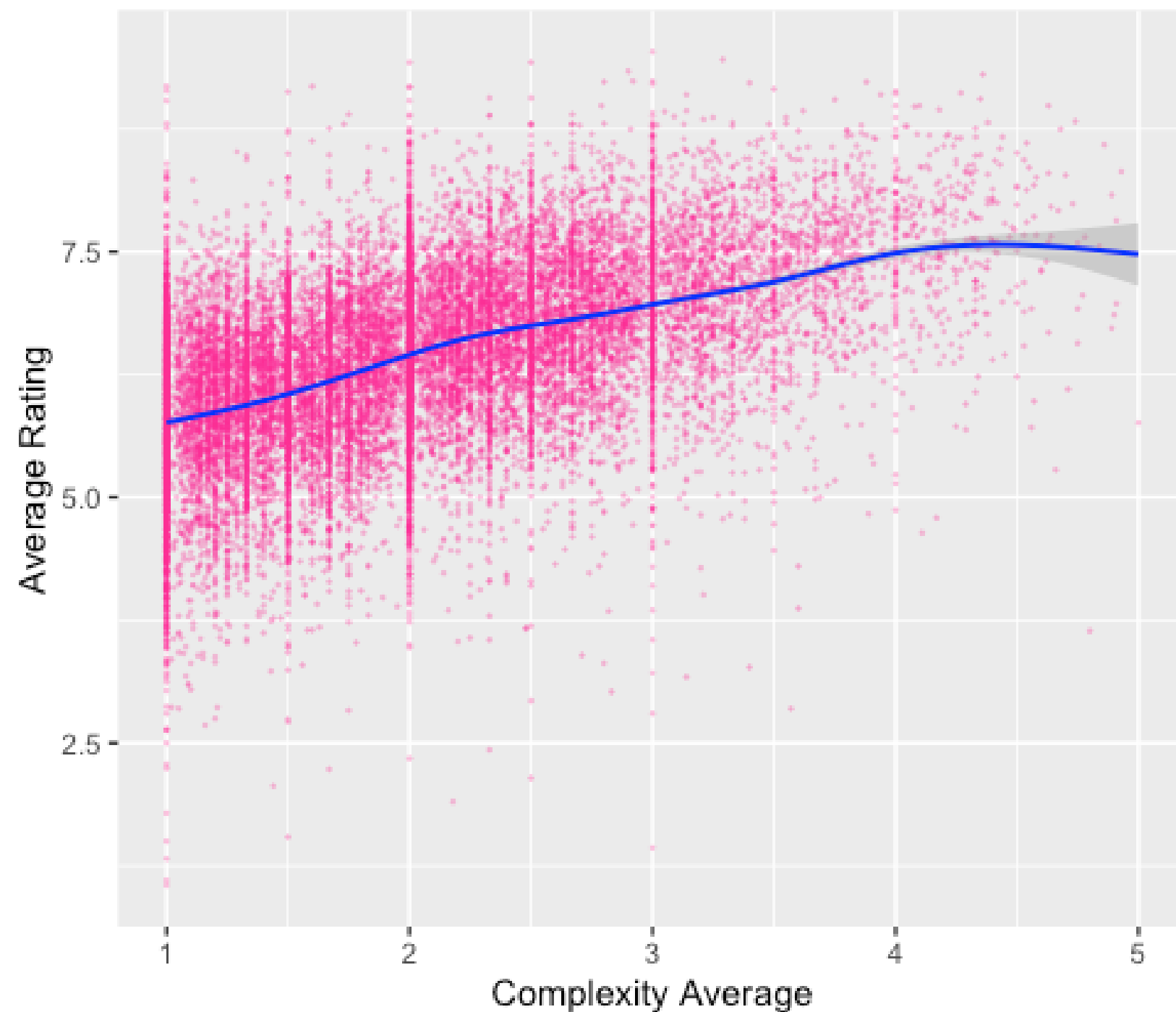
The density curve of complexity average is skewed to the right, with a mean of 2.



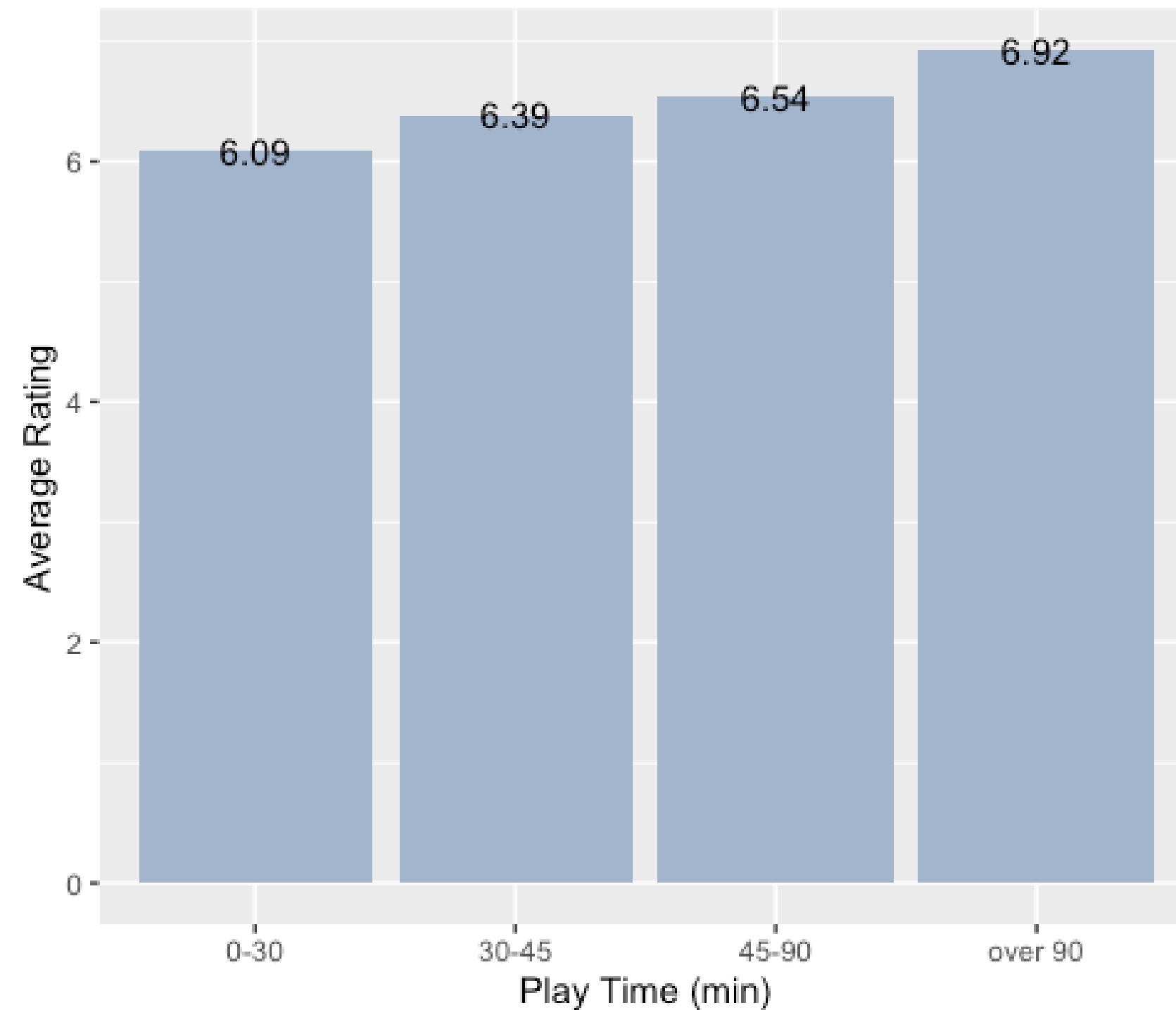
Average Rating by Number of Ratings



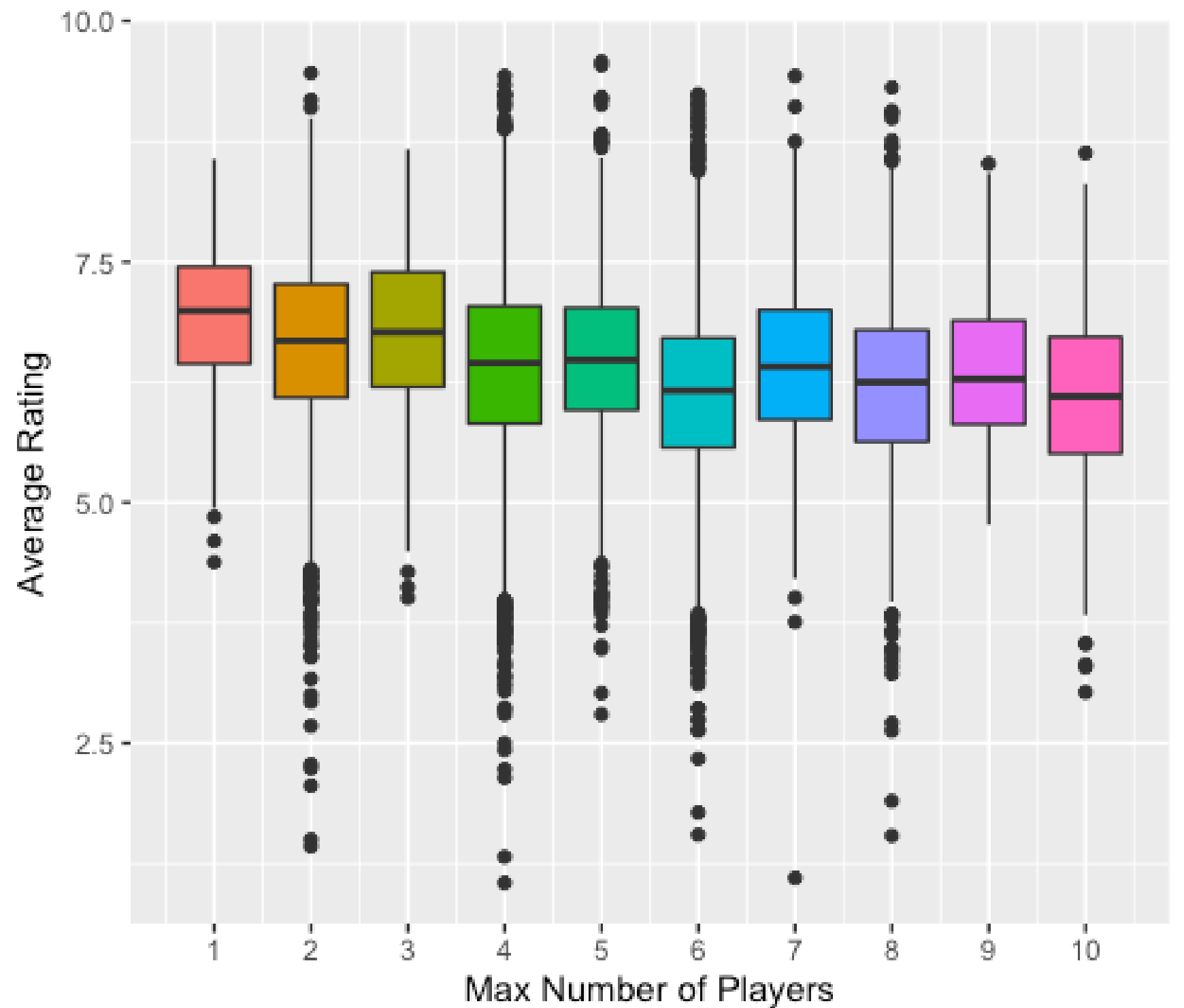
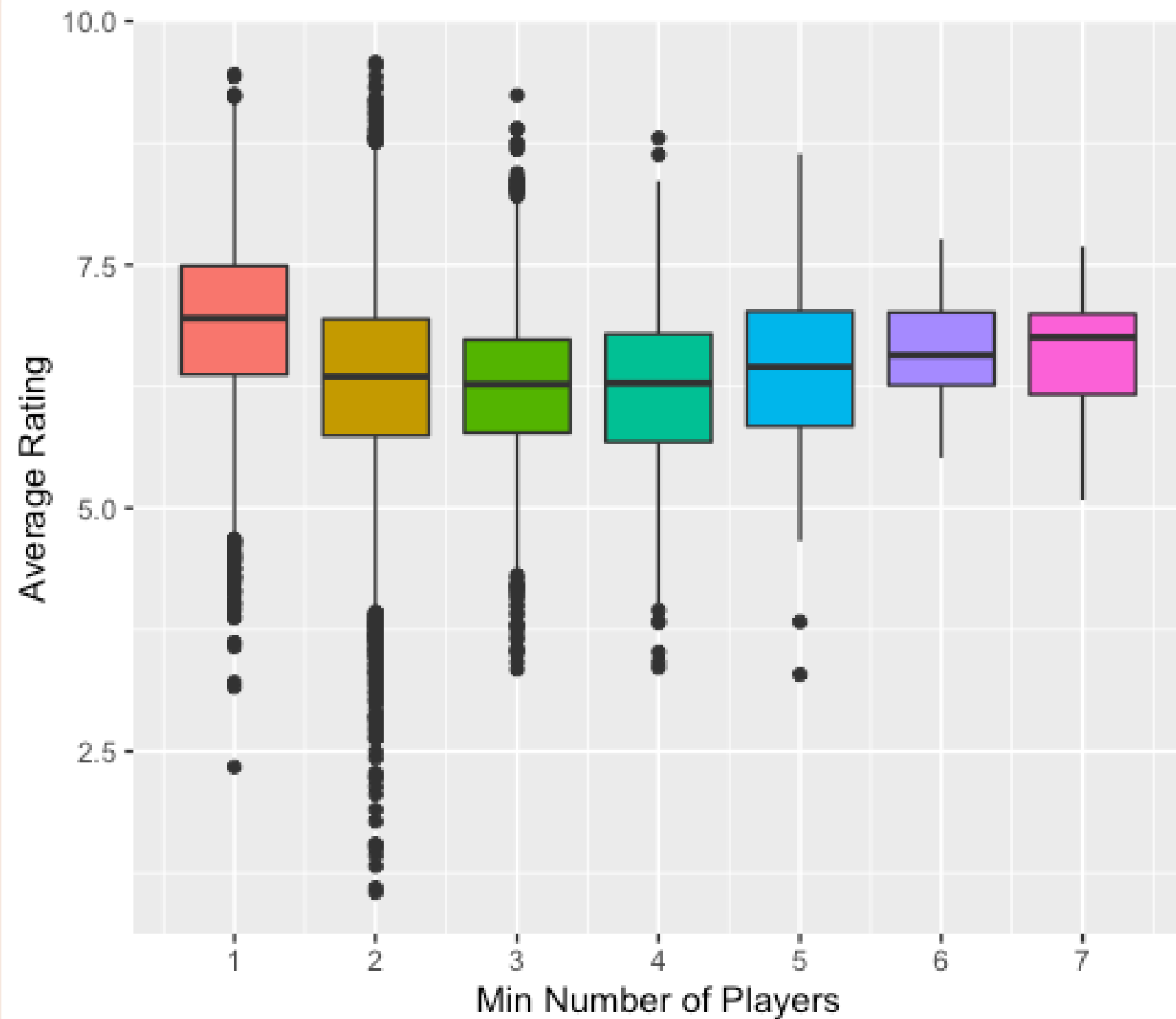
Average Rating by Complexity Average



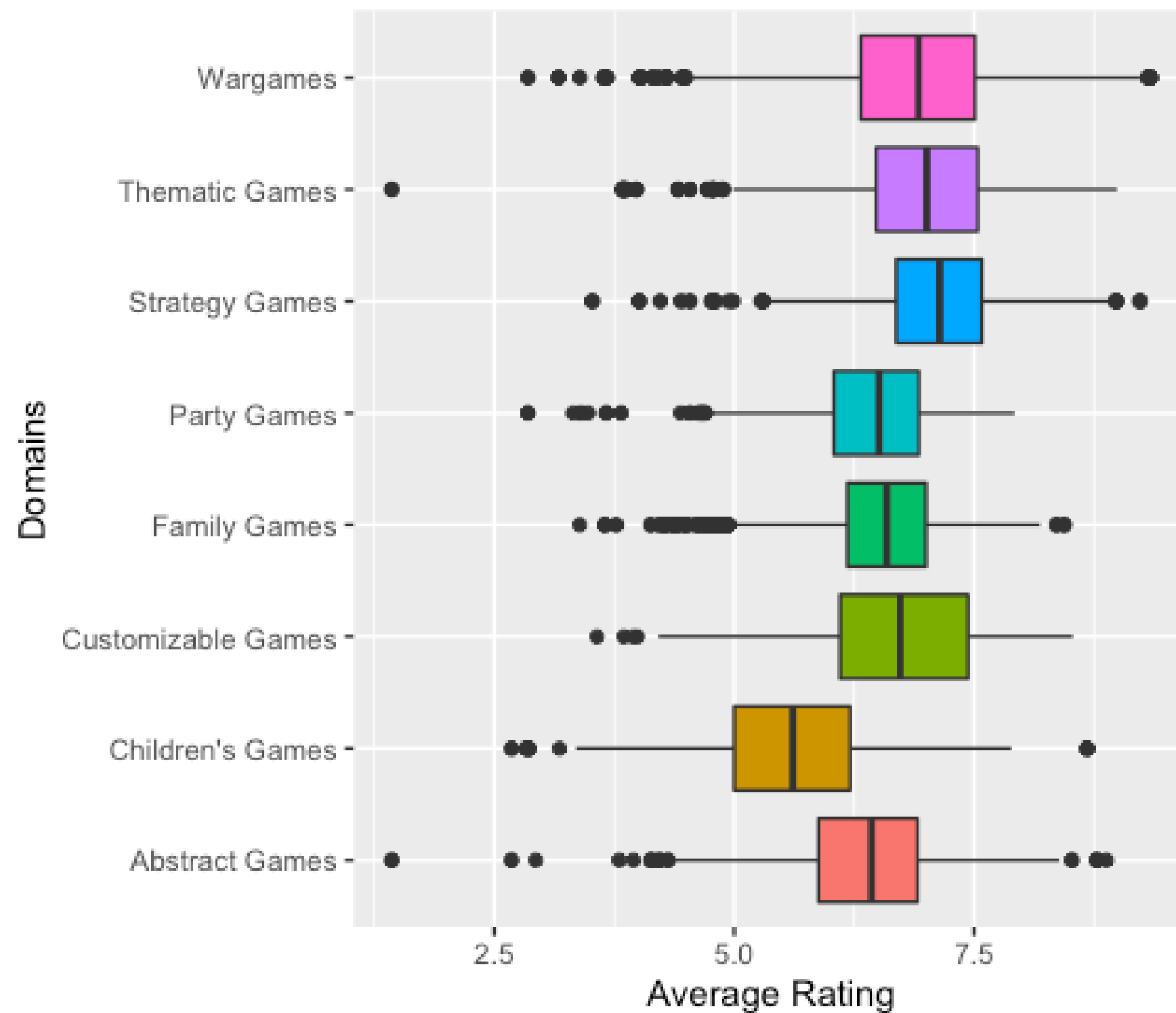
Average Rating by Play Time



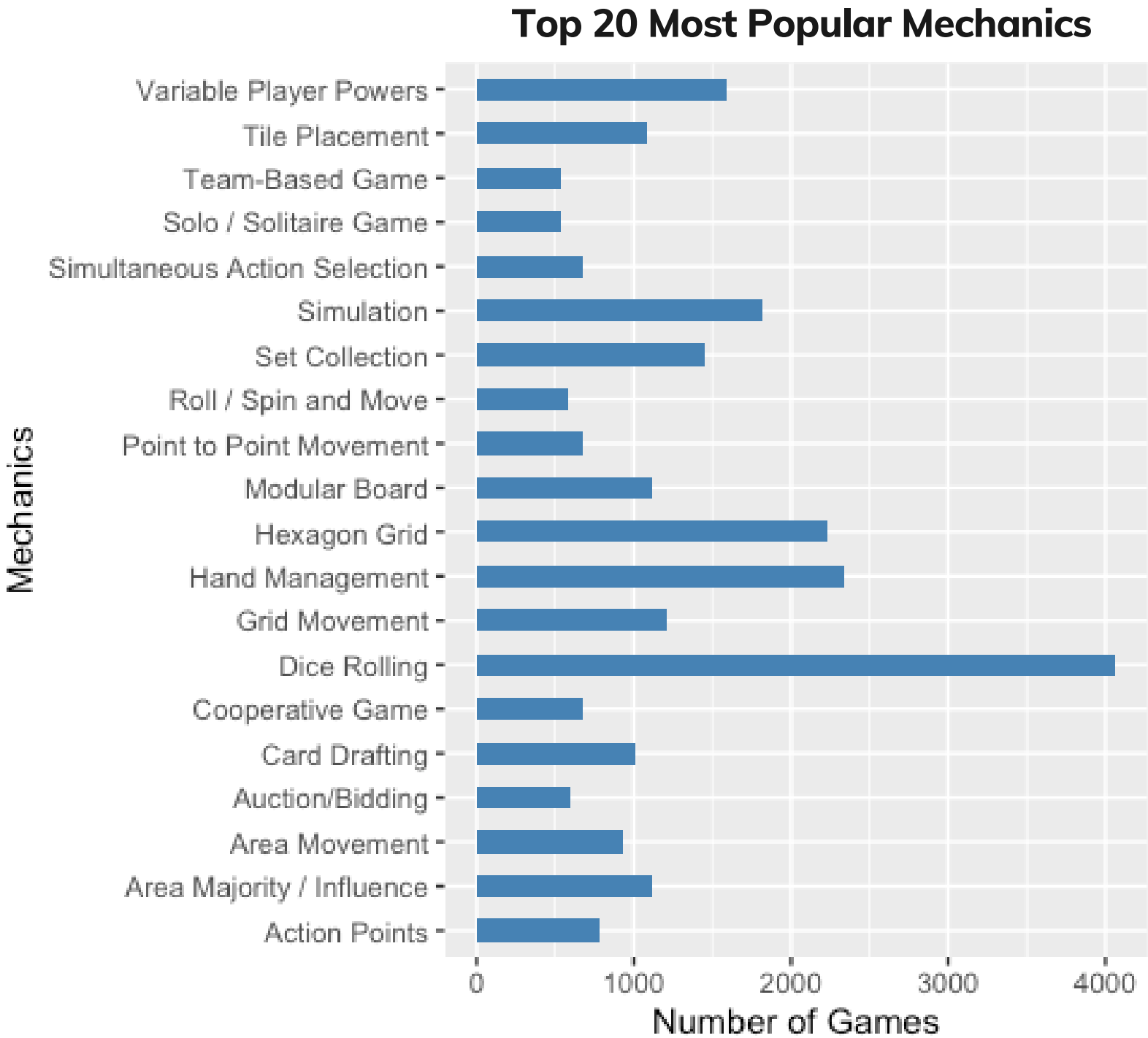
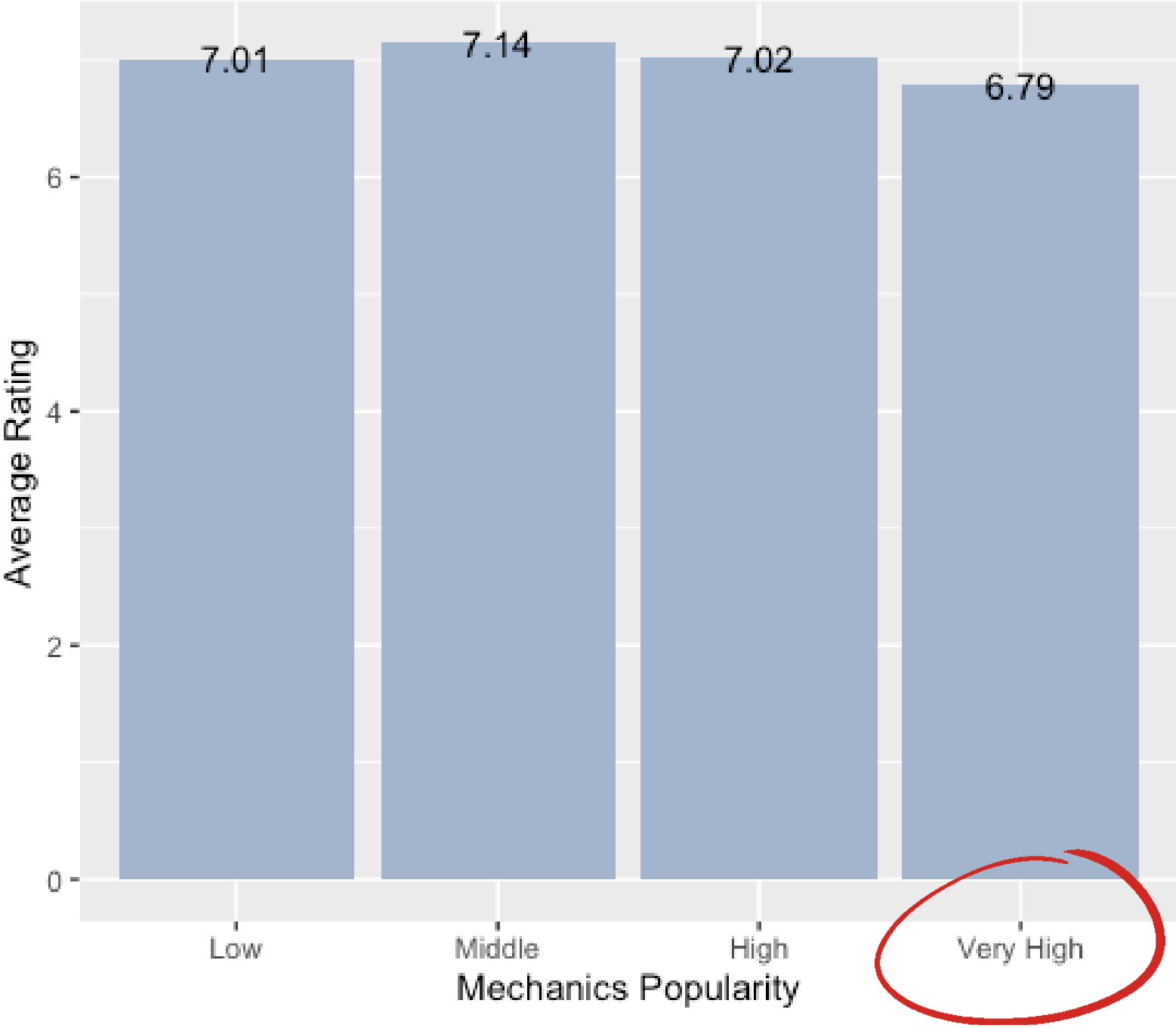
Average Rating by Number of Players



Average Rating by Domains



Average Rating by Mechanics Popularity



Conclusions & Recommendations

- ★ Board games with **higher complexity score**, on average, have higher rating.
- ★ Board games with play time of **over 90 minutes** play time, on average, have higher rating compared to other play time groups.
- ★ The most highly rated domains are **Wargames, Thematic Games and Strategy Games**.
- ★ Board games designed for **minimum one player**, on average, have higher rating.
- ★ Board games with **highly popular mechanics**, on average, have lower rating.