

# WINTER LOCKDOWN BOARDGAME

## METIS-PROJECT-3-BUSINESS-ON-BGG - MVP

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### OPORTUNITY & DESIRED IMPACT

Last couple years brought us renesans of modern **board games**. Covid-19 and lockdowns connected with it just increased **market growth**. The Global Board Games Market was valued at USD 13.75 Billion in 2021, and it is expected to reach a value of USD 30.93 Billion by 2028.

It is 2022 and winter is coming. Governments already predict Covid **lockdowns and power blackouts** connected with war with Russia.

It may be good **opportunity to sell another board game**.

Our client is Board Game publisher or designer who would like to **speed up and automate design process**.

Our goal is to speed up board game production and design decisions by **identification** of market **most demanded features** and **unexplored niches**.

### SOLUTION PATH

**Board Game Geek** is the most popular source of board games knowledge in Internet. The data include information on various **Board Games statistics** such as users **ratings or interest** in purchasing the game. The data also includes various categorical and numerical **features** such as **genres/tags**, used **mechanics**, number of players or level of games complexity.

### IMPACT HYPOTHESIS

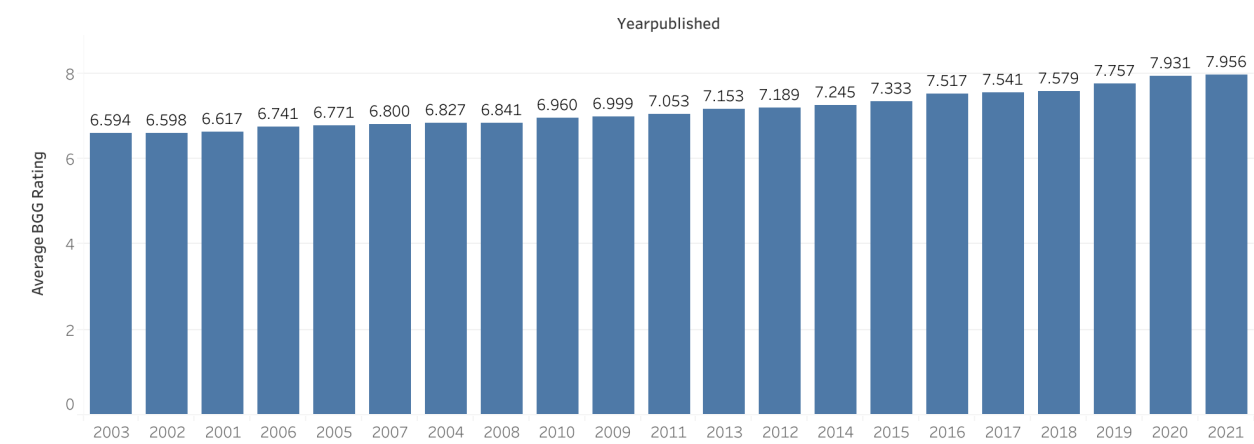
**Understanding**, what highly ranked **board games** have in common, will help our customer to identify most demanded features therefore to **speed up and automate design process**.

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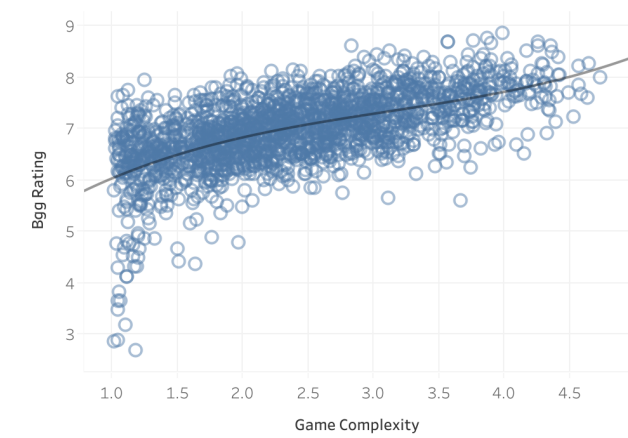
# INITIAL CONCLUSIONS

[https://public.tableau.com/views/Metis-Project-3-Business-on-BGG/AverageBGGRatingofgamespublishedduringlastdecade?:language=en-GB&:display\\_count=n&:origin=viz\\_share\\_link](https://public.tableau.com/views/Metis-Project-3-Business-on-BGG/AverageBGGRatingofgamespublishedduringlastdecade?:language=en-GB&:display_count=n&:origin=viz_share_link)

Average BGG Rating of games published during last decade



Players prefer more complex games



Players like if there is possibility to play alone or just with one more player

