

Proposal

Project 4, Group 3

The Data Ludologists



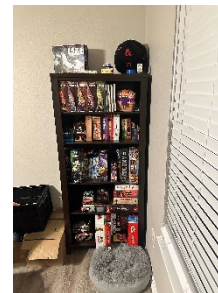
Data Source

<https://www.kaggle.com/datasets/mcde marco/top-5000-board-games-at-bgg>

<https://www.kaggle.com/datasets/centipede148/board-games-prediction-data>

Inspiration

Board games are not only fun, but excellent for childhood and social development because they teach critical thinking, in real time, which is a skill everyone needs in this life.



<https://boardgamegeek.com/>

<https://en.boardgamearena.com/>

Possible Prediction and Research Questions for Machine Learning

- KNN recommender, exploring the different distance measurements.
- We are interested in predicting board games for users based on game characteristics.
- We would also like to explore making recommendations based on a user's specific game reference.
- What less popular games will be most recommended?
- What categories of games are the most popular?
- What kind of games receive the most ratings?

Possible Tableau Dashboard Topics (incl. screenshots)

- Bubble chart by age groupings
- Other grouping options include amounts of time to play, decade released
- Leaderboards – top 3 per category, top 3 or so per publisher



Color Scheme

Influenced by the BoardGameGeek website color palette, as well as the Bootswatch theme, Pulse.

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#593194
#ff5101
#f0a21b
#14b954
#ededee

Responsibilities

Abi – Tableau, flask

Alex – Tableau, machine learning, flask

Van – machine learning, slide deck

With crossovers and partnering as needed!

GitHub Link

https://github.com/abinormal129/SMU_Bootcamp_2023_Project_4_Group_3_Board_Games

