Caleb’s Thoughts on Mar 22, 2018

I suggest we create a Board Game Rating Scale. Board game designers and developers will engage ina lot of playtestings. So we can gather information on several key components about the games. I don’t have much expertise, but game players’ perceptions of the games are very important. For instance, they may like find it ‘too hard’, ‘too complex’, ‘too easy’, and so forth. Once we identify a set of core concepts to measure,we ccan develop several items to assess each.

THEN, we can administer this rating scale immediately after EACH group of players play a game. Of course, we should keep it short.

We can also collect data on time played, number of players, number of breaks, and so on. We can also combine our data with data from Board Game Geeks to provide insights about the kind of games people like. Moreover, if we collect demographic information and psychographic information (e.g., personality traits), we can glean even more insights.

We should also collect qualitative data (e.g., rough question “What did you think of this game?” How can it be improved, What are its flaws, What are its strengths?). I don’t know how to analyze this, and even if I did it would take a long time. But I’m sure board game designers would like to look at this kind of information.

Take ratings of individual things.

Ratings of game played at different times from the same people. We can see which ratings stayed the same ad which ratings contributed to the likelihood of a player move.

Ratings attributes about the game.

Replayability: the likelihood that a person will play a game again.

Which game is played most often? Which game do players WANT to play more often? Which game do players ACTUALLY play more often?

Ratings player enjoyment of the game.

Use Game theory for technical measurements about each game. Strategy optimization. Best allocation of resources.