Vision for Organization

We want to create an experience point system to reward members. To earn experience points, members can:

* Create or propose a new measure, or some measure we are not currently collecting data for
* Following our templates/tutorials
* Analyzing data in a novel way (we want to encourage creativity)
* Logging data, especially the data that we can eventually monetize by selling/using for board game developers
* Present data analysis or some results

In the TUTORIALS, we should reward experience points for the DATA SKILLS we want to teach the membres. Some data skills might include:

* Data organization
* Excel
* Statistical analysis, descriptive/inferential
* Data collection
* Address hypotheses

We should create TUTORIALS for these data skills and have members earn experience points.

Income

* **Memberships Dues**
* Donations
* **Analyses for developers**
  + Figure out the data that would be most useful
* Playtest in independent group (maybe not great?)
* Affiliate marketing
* Presence on Board Game Geek, to sell books/tutorials/data analysis-something
  + $10 kindle version
* Twitch subscribers and donations
* Patreon

Dues -> Income -> environment -> data analysis -> members

^--- developers ←------------ services

Data to collect

* Individual-level data (individual differences)
  + Individual differences in members’ skills (e.g., spatial reasoning, negotiation)
  + Individual differences in members’ preferences (things that people tend to like)
    - Kinds of games they prefer to play
  + Personality traits
  + Demographics (age, gender, how long they’ve been playing games, ethnicity, beliefs)
* Game-level data (get from Board Game Geek and then adapt to our own)