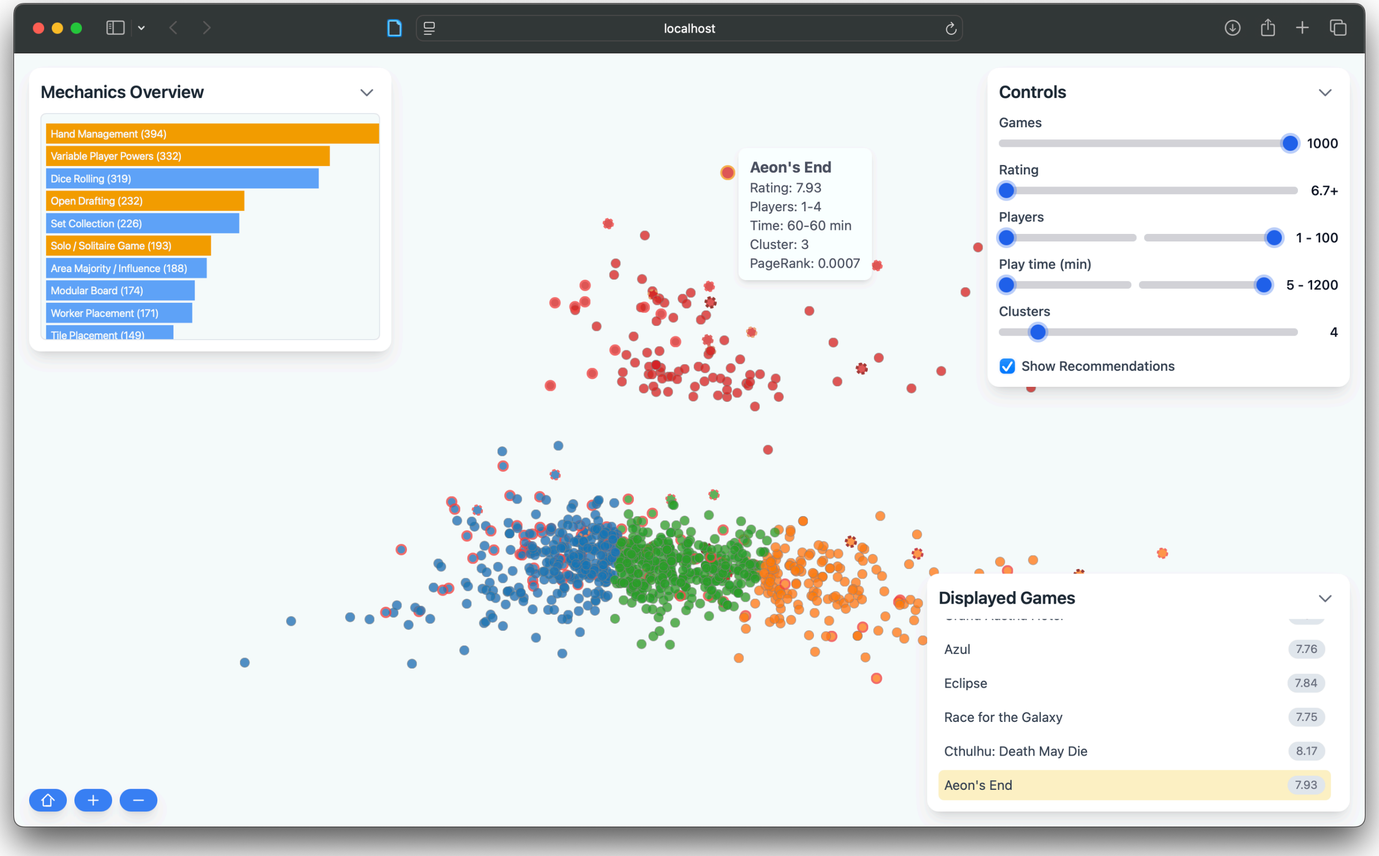
Visual Analytics Dashboard for Boardgames

Task 2: Group games that follow similar trends

Task 3: Investigate impact of mechanics on board game recommendations



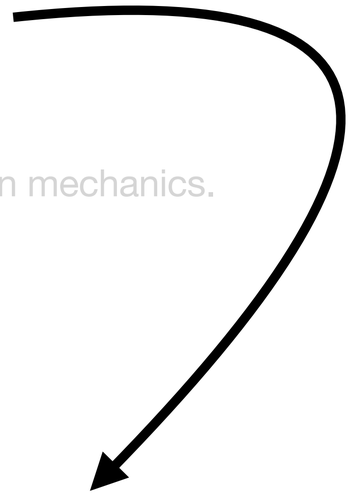
Girish Mohan: Design (0.50 hrs), Preprocessing (3 hrs), D3 visualization (3 hrs), Interactions (1 hr), Presentation (0.5 hr)
Shashwata Sourav Roy: **To be filled in**

Clean up the data!!

- To be filled in !!

Why these tasks?

- Task 2:
  “Which games have similar trends?"
  📌 An analyst can explore trends within clusters and understand what defines a cluster.
- Task 3:
  “Why a board game is recommended from another?"
  📌 An analyst can compare the similarity of recommended games and correlate based on mechanics.



Goal: *Explore*

Means: *Identify*

Target: *Trends*

Attribute: Mechanics

Cardinality: *All*

The user wants to (explore) and (identify) (trends) in board game (mechanics) for (all) games.

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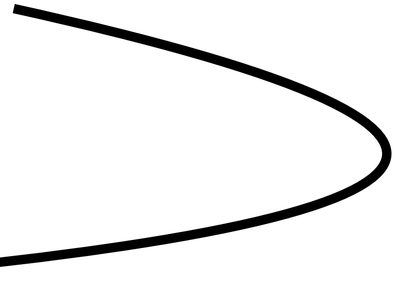

Goal: *Describe*

Means: *Locate*

Target: Correlate

Attribute: Score + Recommendation + Features

Cardinality: All

The user wants to (describe) and (locate) (correlations) that impact boardgames recommendations for (all) games.

How are these helpful?

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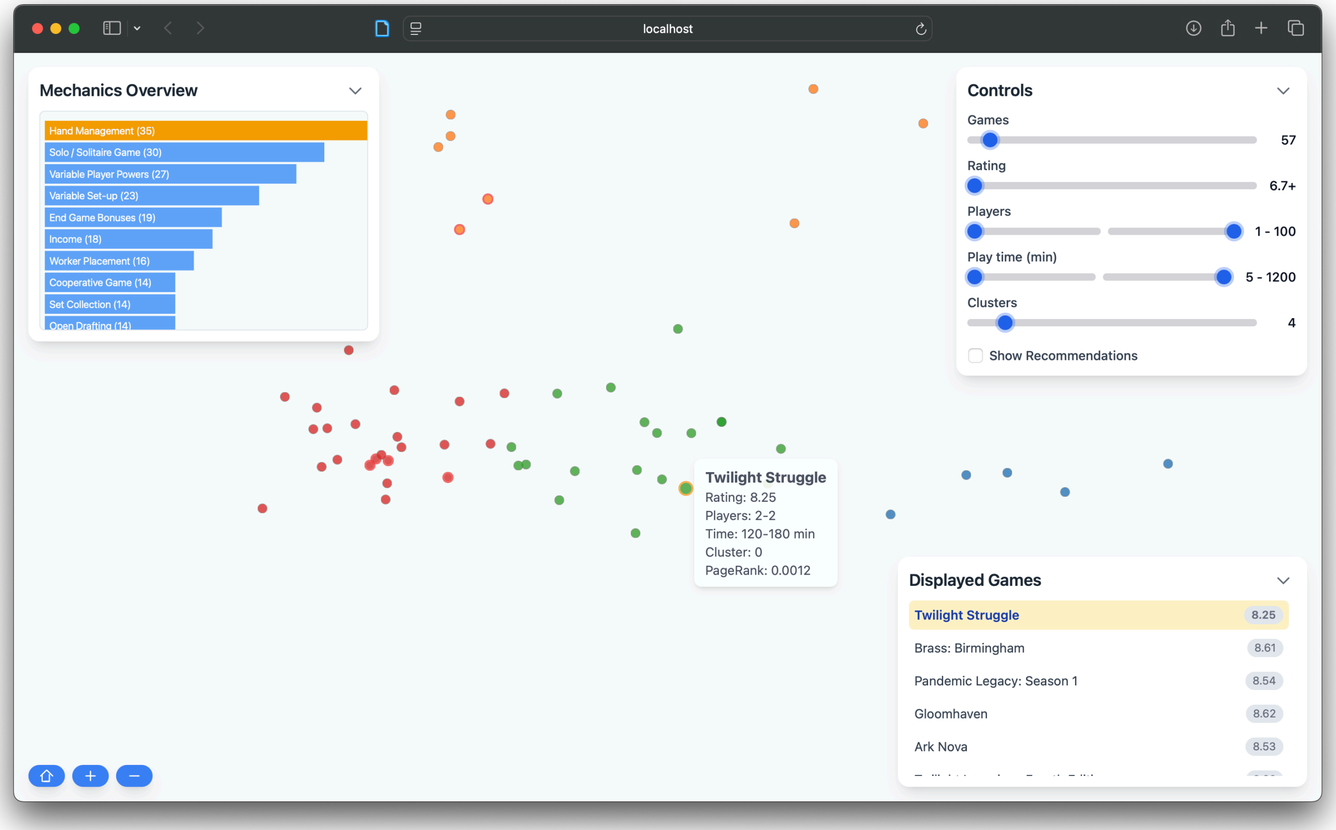

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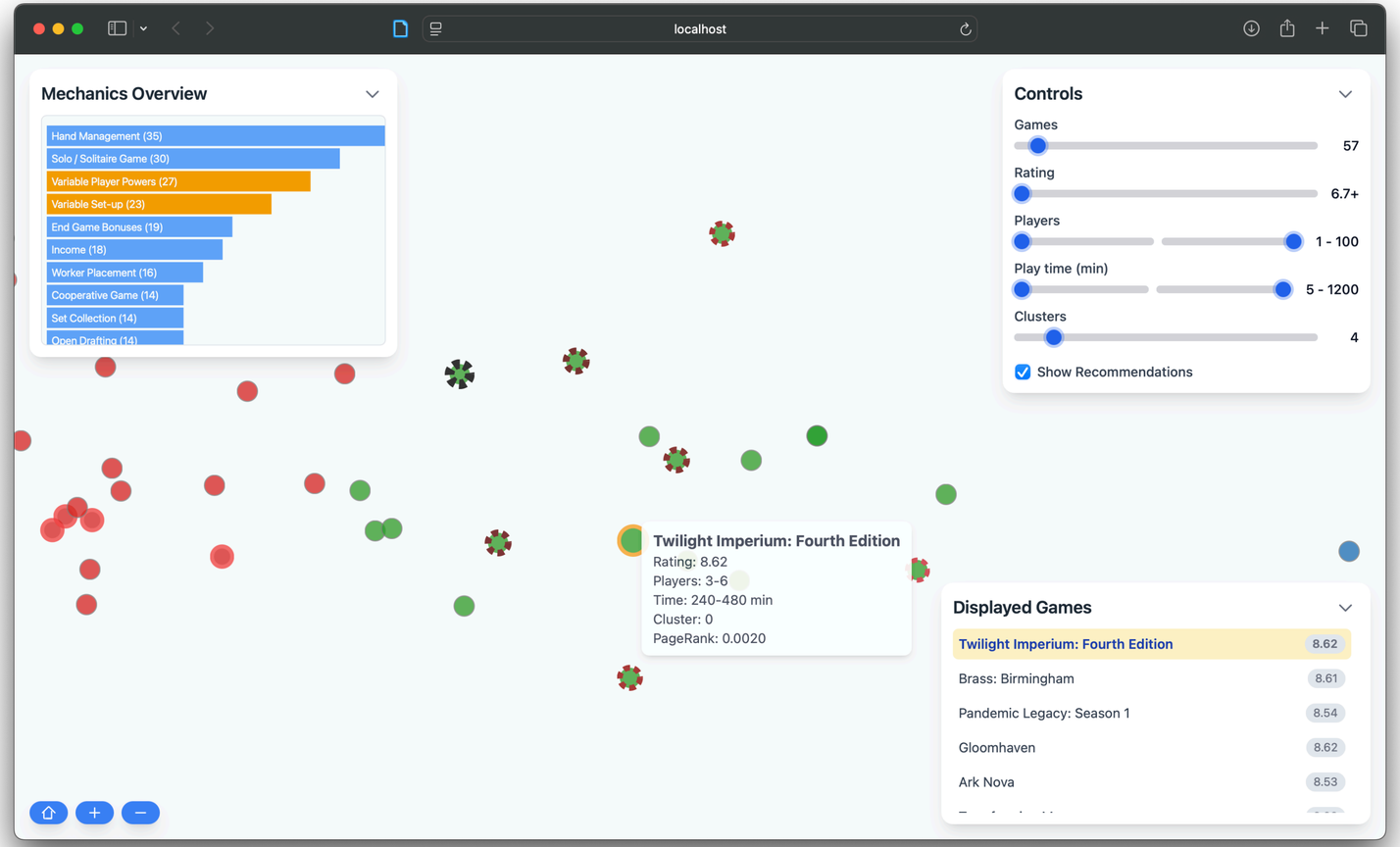

Demo

http://localhost:3000

What could be improved?

- Projection based on more features
- Panels clutter scatterplot
- More interactions