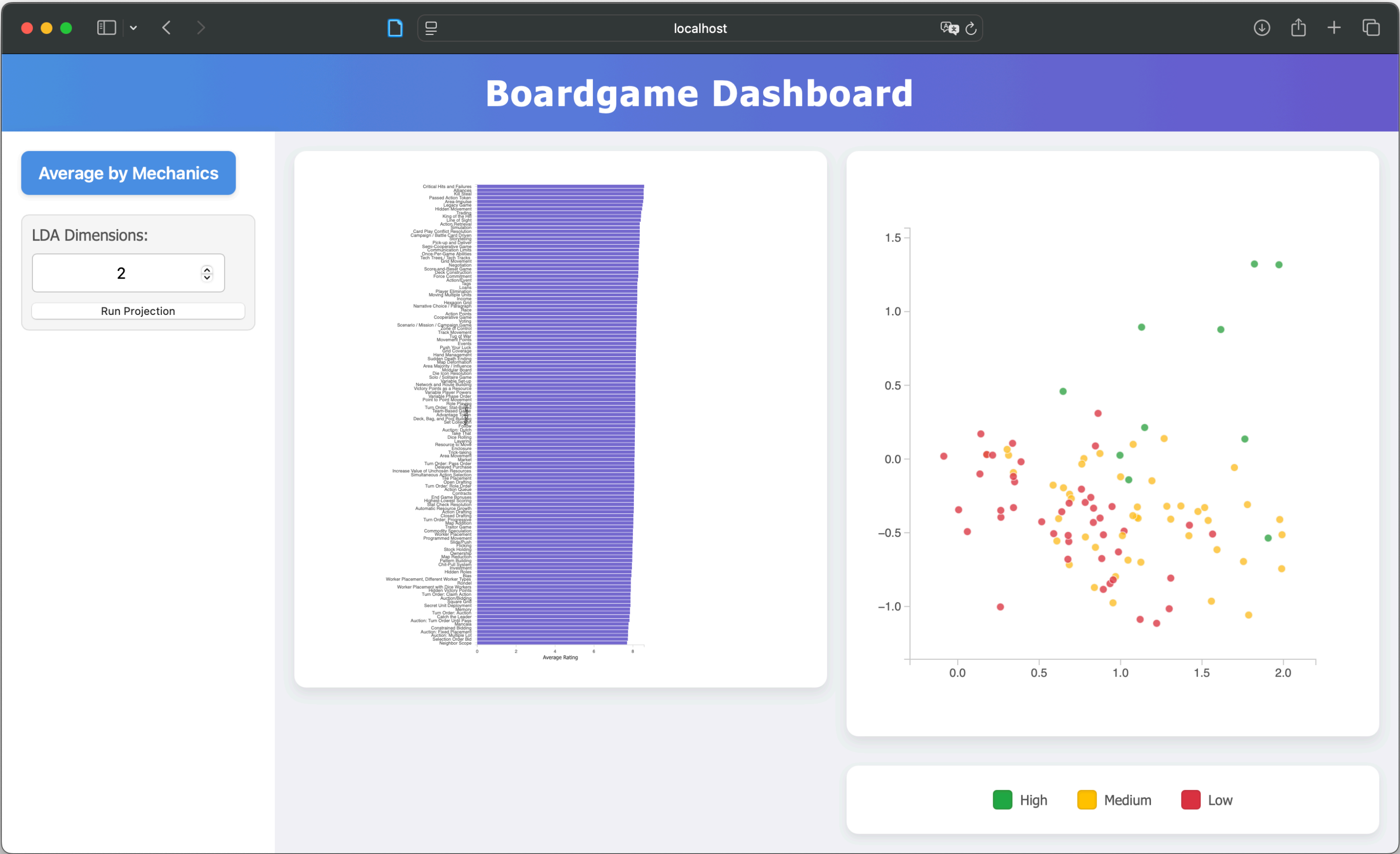


Board Game Mechanics: Grouping & Comparison via Visual Analytics



Task 2.1: Group ratings by mechanics to reveal preferences

Task 2.2: Compare board games using LDA to explore similarities/differences



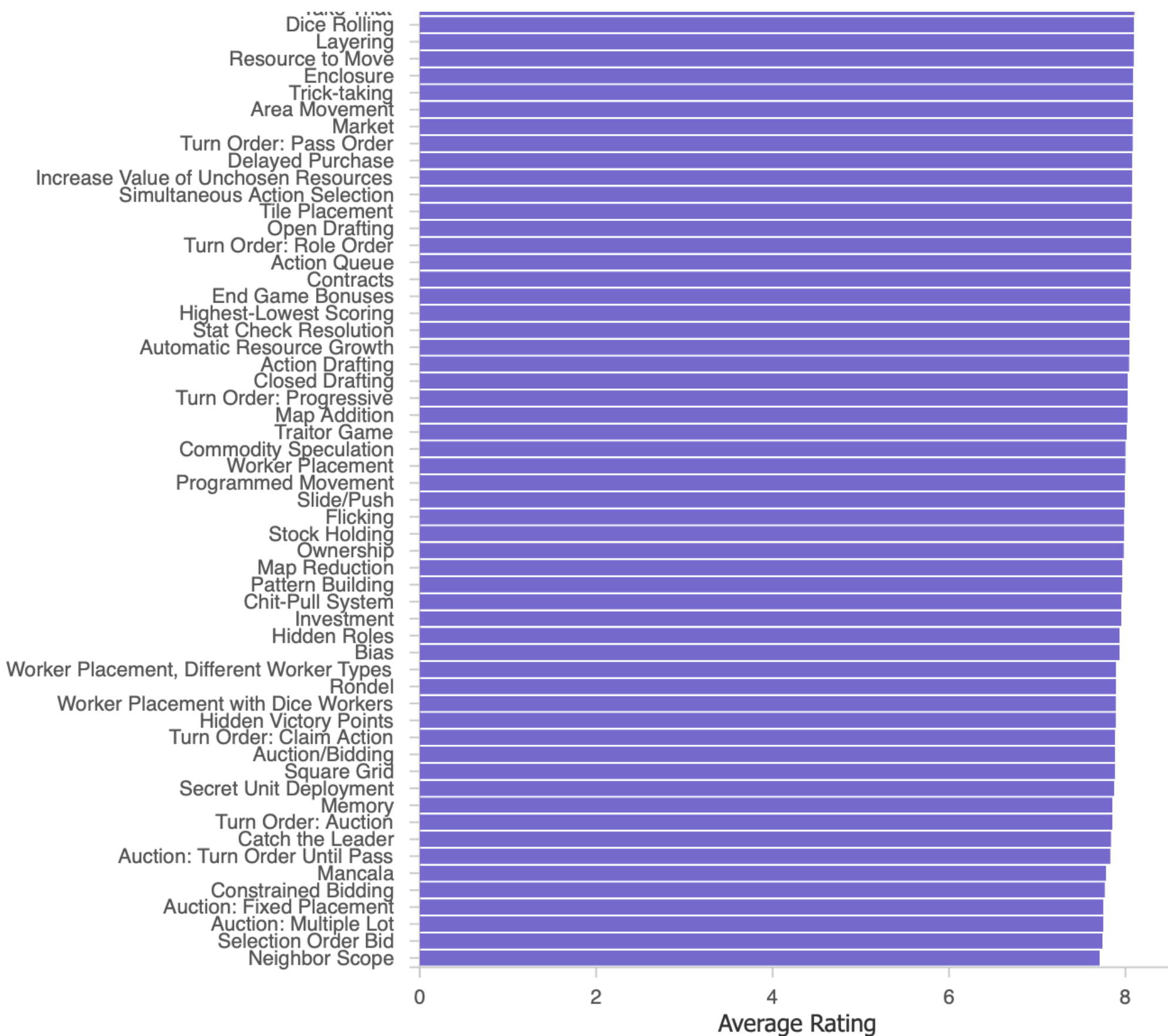
Girish Mohan: Setup (0.2 hrs), Design (0.50 hrs), Preprocessing (0.50 hrs), D3 visualization (1.5 hrs), Storyboard and Interactions (1.0 hrs)
Shashwata Sourav Roy: Setup (0.2 hrs), Debugging: Barchart (1.5 hrs), Visual enhancements: Barchart (1.0 hrs)
Reem Aboelsoud: Design (0.5 hrs), D3 visualization: Barchart (0.2 hrs), Presentation (0.5 hrs)

Why these tasks?

- Task 2.1 (Group):
"Which mechanics tend to be rated higher?"
 Useful for developers to quickly identify popular mechanics to include in a new game.
- Task 2.2 (Compare):
"How are games positioned in mechanic space?"
 Helps identify outliers or overlaps—useful for positioning a new game.

How are these helpful?

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"Which mechanics tend to be rated higher?"
📌 Useful for developers to quickly identify popular mechanics to include in a new game.
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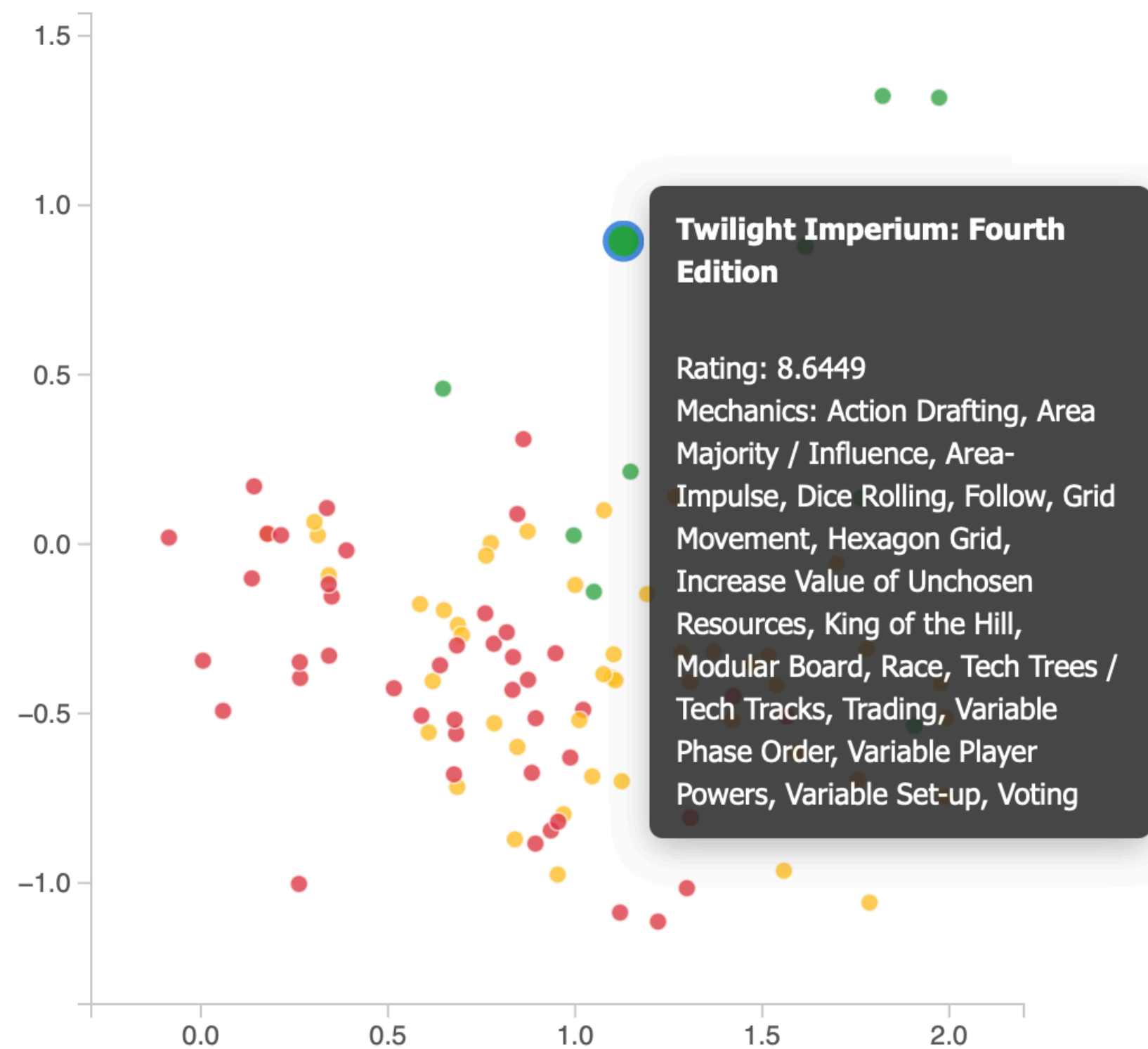
Visualization: Horizontal Bar Chart

Group -> Summarize -> Filter

Mechanics with higher average most likely to be well received!!

How are these helpful?

- Task 2.1 (Group):
"Which mechanics tend to be rated higher?"
📌 Useful for developers to quickly identify popular mechanics to include in a new game.
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Visualization: Scatterplot

One-hot encoding -> Project -> Compare -> Explore similarities

Similar games closer together and separation between rating classes!!

Demo

<http://localhost:3000>

What could be improved?

- Task 2.1 (Group):
 - 📌 Filtering based on year and review count to understand trends during specific timelines more reliably
- Task 2.2 (Compare):
 - 📌 Ability to change number of principal components chosen
 - 📌 Filtering by category to explore mechanical similarities inside a specific game theme
- General
 - 📌 Fancier interactions and colors