Presenter: John Burt

Title: Building a board game recommender app

Abstract: The board game hobby has experienced enormous growth in the last decade. There are currently tens of thousands of games on the market, with many different genres and difficulty levels, providing extremely diverse player experiences. That diversity of games presents a classic problem for consumers looking to buy new games: there are too many choices and most of them are not appropriate for any one individual. I designed a board game recommender system that asks a user for a list of games that they already like, and then recommends games based on their game preferences. The model was trained using ratings data from the BoardGameGeek website, After developing and tuning the recommender model, I deployed it as a web app so that anyone can search for new game recommendations. My talk will focus on the recommender model and the trials and tribulations of deploying it as a web app.