Data Mining and Knowledge Discovery of ranked games in the BoardGameGeek database.

# Abstract

The hobby games industry, while small in comparison to that of the video game industry is still one with considerable value; with sales of hobby games in the US and Canada alone reported at a value $1.55 billion dollars in 2017 – an 8% growth rate over 20161. The definitive website for boardgamers is BoardGameGeek (BGG) – an online forum for board gaming hobbyists as well as a publicly viewable database containing reviews, images, reviews, rankings, plays, and videos of tabletop games2. As of September 2018, there were **101,211** entries in this database, however several of these entries are for game designs that for a variety of reasons were never published.

One noteworthy feature of BGG is the ability of its users to upload a list of the games they have owned, played and rated. When a critical mass of users have rated a game, the game becomes a **ranked game**. Given the rapidly developing nature of the industry, timely and current analysis of this database will always be of interest to enthusiasts – particularly towards those games rapidly rising up the rankings. Knowledge of trends, genres and designers can have a significant impact on the success of a game release. It is the proposal of this author to perform data analysis on the ranked entries in the BGG database with the focus being on data mining and knowledge discovery with particular attention on the gaming mechanisms, genres and designers.

1) Griepp, Milton. “HOBBY GAMES TOP $1.5 BILLION In 2017.” i*cv2,* <https://icv2.com/articles/news/view/41016/hobby-games-top-1-5-billion> Accessed September 12, 2018

2) BoardGameGeek FAQ, BGG, <https://www.boardgamegeek.com/wiki/page/BoardGameGeek_FAQ>