

Board Game Geek Analysis

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Introduction to the Board Game Industry

Market Overview

Briefly introduce the board game industry, including its growth, major players, and trends.

Performance Measures

Define what constitutes success in the board game industry. Common measures include: Sales Revenue: Directly relates to making money. Ratings/Reviews: High ratings often correlate with better sales.

Data Description

Data Source: Explain the data source (BoardGameGeek data from TidyTuesday) and what it contains. Variables Overview: Provide a summary of the key variables in the dataset. These might include: Game Rating Number of Reviews Year of Release Category/Genre of Game Play Time Number of Players Designer/Publisher

Performance Measures Analysis

Sales Revenue vs. Ratings: Discuss how ratings and reviews might impact sales revenue. Variable Selection: Identify and describe three to four key variables that will inform your game design strategy: Game Rating: Higher ratings usually indicate better market acceptance. Number of Reviews: More reviews can suggest higher sales and popularity. Category/Genre: Certain genres may perform better financially. Play Time/Number of Players: These factors can influence a game's appeal.

Control Variables

Important Control Variables: Identify variables that, while not directly related to strategy, need to be controlled for: Year of Release: Newer games may have different market dynamics. Designer/Publisher Reputation: Established names might skew results. Marketing Spend: More marketing can lead to better sales.

Visualizations

Table: Create a table summarizing the distribution of key variables (e.g., average ratings, number of reviews by genre). Figure: A histogram or bar chart showing the frequency distribution of game ratings or sales.

```
1 + 1
```

```
[1] 2
```

You can add options to executable code like this

```
[1] 4
```

The `echo: false` option disables the printing of code (only output is displayed).