

# Behind the Lyrics

Unveiling Singer and User Insights on Music to Scrape



June 2024

# Designing ‘Academia: The Board Game’ – A Data-Driven Strategy for Success

Paulo Henrique da Silva Mota

## Summary

<b>Introduction</b>	<b>3</b>
Background . . . . .	3
Objectives . . . . .	3
<b>Data Preparation and Description</b>	<b>3</b>
Data Source . . . . .	3
Data Preparation . . . . .	3
Performance Measures . . . . .	3
Key Variables . . . . .	4
Control Variables . . . . .	4
Data Summary . . . . .	4
<b>Data Analysis</b>	<b>4</b>
Relationships with Performance Measures . . . . .	4
Model Evaluation . . . . .	4
Causality Discussion . . . . .	4
Results Presentation . . . . .	4
<b>Strategy Recommendation</b>	<b>5</b>
Limitations . . . . .	5
Additional Data and Analysis . . . . .	5
Conclusion . . . . .	5
<b>References</b>	<b>5</b>

Table 1: Most popular tracks on the third week of October in 2023

name	artist
Five For Ellis	Toots Thielemans
Saturday Night Is The Loneliest Night In The Week	Jeanie Lambe & The Danny Moss Quartet
Deep Voices	Jane Winther
Use Me	Far Too Jones

## Introduction

### Background

Provide an overview of your journey in academia and your decision to transition to board game design. Introduce the concept of “Academia: The Board Game” and the main goal of creating a profitable game.

### Objectives

Outline the main objectives of the report: 1. Prepare and describe the data. 2. Analyze the important game design variables. 3. Lay out a strategy recommendation.

## Data Preparation and Description

### Data Source

Describe the BoardGameGeeks data obtained from TidyTuesday. Mention the types of information available (e.g., game ratings, mechanics, themes, user reviews).

### Data Preparation

Detail the steps taken to clean and preprocess the data in R. Include code snippets where appropriate.

### Performance Measures

Discuss two performance measures (e.g., average rating, number of ratings) and their relevance to the goal of making money.

## **Key Variables**

Identify and describe three to four key variables that could inform game design actions (e.g., mechanics, play time, number of players).

## **Control Variables**

Identify variables that might affect game performance but are not part of the strategy options (e.g., year published, game category).

## **Data Summary**

Provide a table and a figure summarizing the frequency and distributions of relevant variables.

## **Data Analysis**

### **Relationships with Performance Measures**

Analyze how key design variables relate to performance measures using appropriate statistical methods.

### **Model Evaluation**

Discuss the appropriateness of the model based on R output. Explore other methods to test the relationships (e.g., ANOVA, correlation analysis).

### **Causality Discussion**

Examine the potential for causal inference in the dataset. Discuss limitations and assumptions.

### **Results Presentation**

Provide a single result table and a figure to present the analysis findings.

## **Strategy Recommendation**

Strategic Insights Build on the analysis to provide strategic recommendations for the game design.

## **Limitations**

Discuss the limitations of the analysis and recommendations.

## **Additional Data and Analysis**

Suggest additional data that could further inform the strategy and potential analyses that could be conducted with it.

## **Conclusion**

Summarize the key findings and strategic recommendations. Reinforce the goal of creating a successful and profitable board game.

## **References**

List all sources and references used in the report.