# Board Game Recommendation System

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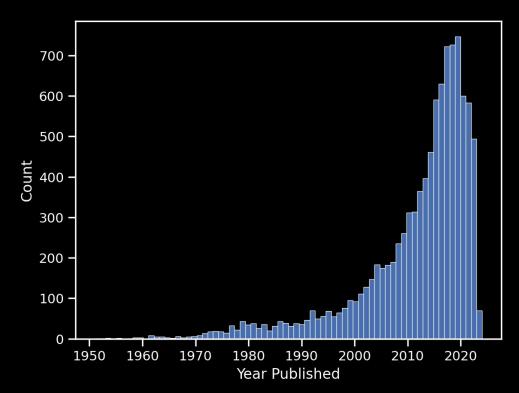
### **Overview**

- Motivation and Background
- Getting and Prepping the Data
- Building our Model
  - TF-IDF on Long Description
  - Euclidean Distances on Categorical Data
- Comparing the Models
- Further consideration
- References and Resources



## **Board Games - An expanding hobby**

- The boardgames hobby has seen tremendous growth in the past twenty years
- Pre-pandemic, over seven hundred new games were released every year.
- The number of choices are dizzying
- Discoverability is an issue



# **Gathering Data**

- Boardgamegeek.com (BGG) was founded in 2000 and has been the online hub of board games on the internet
- Growing with the hobby, the database currently has over 350,000 games in it's database
- Users and BGG have a need to make more games they might be interested in discoverable
- Users would stay engaged longer and find the site more useful
- Take data from the top 10 thousand rated games in the database

# Recommendations by Classifications



# Recommendation by Classifications

- Each game in the BGG database has a number of classifications describing different aspects
- These correspond to categories, families and mechanics
- Recommendations will try to find games with similar sets of classifications

#### CLASSIFICATION

Type Abstract

Category
Abstract Strategy

Mechanisms

Grid Movement
Pattern Movement

Square Grid

Static Capture

#### Family

Category: Combinatorial

Traditional Games: Chess

+ 27 more

#### CLASSIFICATION /

Category

Economic

Negotiation

Mechanisms

Dice Rolling Hexagon Grid

Income Modular Board

Network and Route Building

+ 4 more

#### Family

Digital

Animals: Sheep

Components: Hexagonal Tiles

Components: Wooden pieces & boards

Implementations: Board Game Arena

Game: Catan

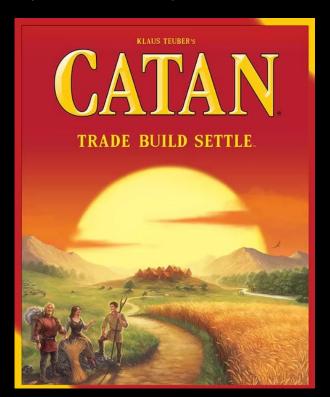
Promotional: Promo

### **Most Common Classifications**

- The most common tag appear in just over 32% of listed games
- Our system will use ones occurring in more than 10 games
- System will turn each game into a vector with categories, mechanics, and families weighted 3, 2, and 1 respectively

|                                | Frequency |
|--------------------------------|-----------|
| Dice Rolling                   | 3227      |
| Card Game                      | 2847      |
| Hand Management                | 2584      |
| Crowdfunding: Kickstarter      | 1995      |
| Wargame                        | 1912      |
| Variable Player Powers         | 1864      |
| Players: Two Player Only Games | 1586      |
| Fantasy                        | 1571      |
| Set Collection                 | 1547      |
| Open Drafting                  | 1185      |
| Hexagon Grid                   | 1162      |
| Area Majority / Influence      | 1130      |
| Simulation                     | 1111      |
| Modular Board                  | 1067      |

# (Settlers of) Catan - Classification Vector



| Economic                           | 3 |
|------------------------------------|---|
| Negotiation                        | 3 |
| Dice Rolling                       | 2 |
| Hexagon Grid                       | 2 |
| Modular Board                      | 2 |
| Network and Route Building         | 2 |
| Variable Set-up                    | 2 |
| Trading                            | 2 |
| Race                               | 2 |
| Income                             | 2 |
| Components: Wooden pieces & boards | 1 |
| *Everything Else*                  | 0 |

Note: Some of categorizations have been filtered out since they are too rare

### **Catan Recommendations**

1. Catan: Family Edition(2012) - 5.631:

2. Catan Histories: Rise of the Inkas(2018) - 5.787:

Relive the rise and fall of Inkas, Catan style!

3. Offshore(2019) - 5.628:

Semi-cooperatively build oil reserves off the coast of Norway.

4. Vernissage(1993) - 5.577:

A game of speculation and dirty tricks in the art world.

5. Catan: Ancient Egypt(2014) - 5.788:

Gather your resources and build settlements in the fertile Nile Valley!

6. Istanbul(2014) - 7.401:

Send your assistants through the shops of Istanbul as you race to acquire rubies.

7. Franchise(2018) - 5.835:

Spread your franchise across USA to control regions & establish monopolies in cities. 8. De Kolonisten van de Lage Landen(2009) - 5.601:

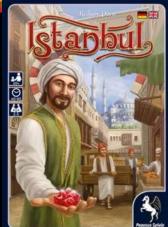
9. Ponzi Scheme(2015) - 6.478:

Use funds from your investors to acquire industries, but can you pay them back? 10. Yak(2022) - 5.651:

Build a great and colorful stone tower to guide yaks in the Himalayas.







# Recommendations by Description



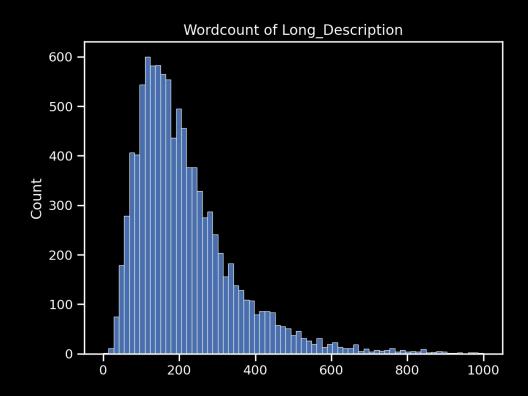
# **Recommendation Based on Descriptions**

- Each game in the database has a lengthy description, sometimes multiple paragraphs
- Often written by publishers with some provided by users
- Build our recommendation system around TF-IDF (term frequency - inverse document frequency) vectorization of the descriptions
- We will measure the cosine similarity between vectors
- This system will work with the assumption that every description is written to highlight the important qualities of each game

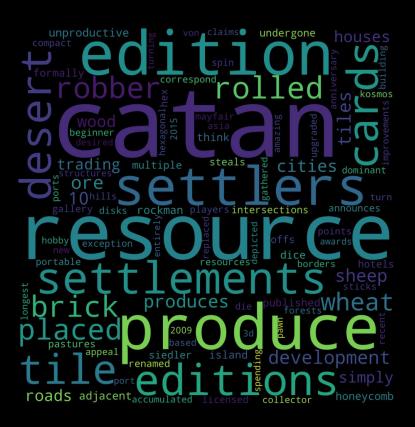


# **Detailed Descriptions**

- The vast majority of games have longer descriptions of over two hundred words
- There are 49282 words in the vocabulary used in the descriptions



# (Settlers of) Catan - TF-IDF



- TF-IDF measures a combination of how much a word occurs in a given description in addition to its rarity in other descriptions
- Here the important words seem to be: catan, resource, settlements
- Some words are thematic: Catan, settlers, desert
- Some are mechanic: resource, produce, cards, rolled

### **Catan Recommendations**

- 1. The Settlers of Zarahemla(6778) 5.795: nan
- 2. Simply Catan(24511) 5.615: nan
- 3. Struggle for Catan(91534) 5.85: Gather, trade and then spend resources to grow your own Catanian empire.
- 4. Settlers of Catan: Gallery Edition(38821) 5.728: nan
- 5. Rivals for Catan(66056) 6.595: Duel to build the best kingdom in different eras of Catan.
- 6. Catan: Family Edition(147240) 5.637: nan
- 7. Elasund: The First City(19526) 6.209: Build & fortify city together. Make sure that pirates will plunder others, not you.
- 8. Catan: Traveler Compact Edition(172994) 5.737: Collect and trade resources to build up the island of Catan in this portable version.
- 9. De Kolonisten van de Lage Landen (52825) 5.602: nan
- 10. Catan Dice Game(27710) 5.62: Roll to build settlements, roads, cities and hire knights.

Recommendations here are almost entirely dominated by Catan variants.



# Results Comparisons ...

#### Chess

#### Categorizations

- 1. International Checkers(26952) 5.614: Checkers on a 10 by 10 board.
- 2. SHŌBU(272380) 6.356: Use your stones to push all your opponent's stones off any one of four boards to win!
- 3. Shogi(2065) 6.331: Deploy captured pieces for rapid checkmates in Japan's traditional "general's game."
- 4. Chess960(12608) 5.629: Disrupt book knowledge with a different force structure every game.
- 5. Camelot(5251) 5.637: An abstract game of jumping and capture enlivened by medieval knights and men-at-arms

#### **TF-IDF Similarity**

- 1. No Stress Chess(19918) 5.576: Play the world's greatest game, simplified for youngsters!
- 2. Martian Chess(19803) 5.649: Capture your opponent's pieces before they cross the Canal and become yours.
- 3. Six Making(149910) 5.715: Build chess figures to checkmate your opponent.
- 4. Bughouse Chess(14188) 5.795: Team play chess variant where captures are given to allies.
- 5. Shuuro(38764) 5.588: Discard the traditional chess set and build a custom army to conquer the board.

#### Scrabble

#### Categorizations

- 1. Upwords(1515) 5.62: A 3-dimensional word game. Spell out, stack up and score high!
- 2. Super Scrabble(11182) 5.679: nan
- 3. Scarabeo(12747) 5.635: nan
- 4. A Little Wordy(335869) 5.787: A sneaky tile-unscrambling game for aspiring geniuses and would-be word wizards.
- 5. SHH(164158) 5.722: Cooperate in silence to spell words and rid your hands of as many letters as possible

#### **TF-IDF Similarity**

- 1. Scarabeo(12747) 5.635: nan
- 2. Upwords(1515) 5.62: A 3-dimensional word game. Spell out, stack up and score high!
- 3. Das perfekte Wort(326112) 5.59: Find the perfect word for the perfect score.
- 4. Prolix(39635) 5.626: nan
- 5. Kiitos(300509) 5.562: Form words with letters that may or may not be in your opponents' hands.

#### Gloomhaven

#### Categorizations

- 1. Frosthaven(295770) 5.716: Adventure in the frozen north and build up your outpost throughout an epic campaign.
- 2. Gloomhaven: Jaws of the Lion(291457) 8.262: Vanquish monsters with strategic cardplay in a 25-scenario Gloomhaven campaign.
- 3. Bardsung(322524) 5.802: Inspire the Songs. Live your Legend.
- 4. Middara: Unintentional Malum Act 1(169427) 6.972: Co-op dungeon crawler in unusual fantasy setting with massive campaign and storyline.
- 5. Mage Knight Board Game(96848) 7.87: Build your hero's spells, abilities, and artifacts as you explore & conquer cities.

#### **TF-IDF Similarity**

- 1. Combat!(253652) 5.771: A solitaire game of man to man combat in the 20th century.
- 2. Night of Man(169986) 5.576: A card-driven, tactical game in post-alien-invasion-of-Earth.
- 3. Destinies(285192) 7.073: Characters explore a medieval-fantasy land as they race to fulfill their destiny.
- 4. Avanti(91668) 5.577: nan
- 5. Dungeons & Dragons: Temple of Elemental Evil Board Game(172220) 6.367: Explore the monster-infested dungeons beneath the Sword Coast.

### Conclusion

- Categorization consistently gives strong recommendations
- TF-IDF approach more consistently identifies similar theming sometimes to a fault of discovering something really new
- Content-based recommendation systems like this avoid the "cold start" problem of collaborative filtering
- Downside is the database needs a lot of maintaining for recommendations to be good.
- Ultimately, quality evaluation should come from subject matter experts and A/B testing

# **Further Development**

- Incorporate BGG ratings into consideration
- Allow real-time querying of the API to get suggestions for games form outside of the top 10k
- Better interface/dashboard for exploring suggestions
- Refine categorical distance calculation to not penalize missing categories when comparing games

Anything already implemented by <a href="https://recommend.games/">https://recommend.games/</a> by Markus Shepherd

#### **References and Resources**

Machine Learning Basics with the K-Nearest Neighbors Algorithm <a href="https://towardsdatascience.com/machine-learning-basics-with-the-k-nearest-neighbors-algorithm-6a">https://towardsdatascience.com/machine-learning-basics-with-the-k-nearest-neighbors-algorithm-6a</a> 6e71d01761

Beginners Guide to Content Based, includes vector based and TF-IDF <a href="https://www.analyticsvidhya.com/blog/2015/08/beginners-guide-learn-content-based-recommender-systems/">https://www.analyticsvidhya.com/blog/2015/08/beginners-guide-learn-content-based-recommender-systems/</a>

BGG Games Dataset <a href="https://www.kaggle.com/datasets/threnjen/board-games-database-from-boardgamegeek">https://www.kaggle.com/datasets/threnjen/board-games-database-from-boardgamegeek</a>



Link to a Google doc with lots of more resources

# Thank you! Questions?

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