Problem Identification

Board games have long been a part of human culture with the historical records dating back as early as 2000 B.C.[1] In recent years, board games have experienced a resurgence in popularity. With hundreds of games coming to market each year, how can we know if a game will be popular?

Problem statement formation

Using BoardGameGeek's (BGG) game ranking list, can a model be developed to predict board game ratings and, what are the primary features that predict a good game?

Context

Tabletop gaming is a burgeoning industry which had an estimated market of approximately 7.2 billion USD in 2017 and is expected to increase by 4.8 billion USD by 2023[2]. The US card and board game market alone is predicted to increase to 5 billion USD by 2025[3]. Understanding what makes a game popular is important for game developers to determine what kinds of games they should focus on producing.

Criteria for success

Identify the top three most important features. Build a model that can predict ratings.

Scope of solution space

The built models will only train on BGG's data set. Other sources, e.g. Amazon ratings will not be considered.

Constraints

BGG has 18,990 games with rankings, however a limitation may need to be placed to restrict games with only minimal reviews to avoid skewing the data.

Stakeholders

N/A

Data sources

Data to be obtained by scraping BGG's game list.

Deliverables

GitHub repository containing code, project report and slide deck

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[1] https://www.newyorker.com/culture/culture-desk/what-we-learn-from-one-of-the-worlds-oldest-board-games

[2] https://en.wikipedia.org/wiki/Tabletop_game_industry

[3] https://www.statista.com/statistics/1072762/us-card-and-board-games-market-value/