

The background of the image is a board game map, likely from a wargame. It features a world map with various regions labeled in French, such as "Europe de l'Ouest", "Afrique du Nord", "Afrique Orientale", and "Océan Indien". Numerous miniature figures in different colors (yellow, orange, red, blue, green) are placed on the map, representing different factions or units. The text "BOARDGAME RECOMMENDER SYSTEM" is overlaid on the left side of the image in a large, bold, sans-serif font. The letters have a gradient color scheme: "BOARDGAME" is primarily green and yellow, "RECOMMENDER" is primarily blue and green, and "SYSTEM" is primarily red and orange. The text is slightly transparent, allowing the map and figures to be seen through it.

# BOARDGAME RECOMMENDER SYSTEM

BY BROOK, IASON & JOEP

# THE PROGRAM

The background of the slide is a blurred image of a map, likely of Africa, with several small, colorful plastic toy soldiers (orange, yellow, green) placed on it. In the bottom left corner, there are some red dice with white dots. A diagonal white line runs from the top right towards the bottom left, separating the title area from the list of program steps.

Data pre-processing

Questionnaire

Keyword extraction

Category mapping

Data selection

User output (presenting recommendations)

Evaluation



# DATA PRE-PROCESSING

286,000 initial entries → 10,000 final entries

DataFrame indexing (fast):


1. Delete undesirable characteristics
2. Delete missing values
3. > 20 user ratings
4. > 5/10 rating
5. Edit characters in descriptions

# QUESTIONNAIRE





# QUESTIONNAIRE

 Boardgame Recommender

## Boardgame Questionnaire

What setting or theme would you like your game to have? A theme refers to the specific context or background in which the game is set. Some examples of themes include the American Civil War, zombies, fantasy worlds, and so on.

Answer here

quit

Next Question

# QUESTIONNAIRE

Boardgame Recommender

## Boardgame Questionnaire

How many players would you like the game to accommodate?

Previous Question

Submit

quit

# QUESTIONNAIRE

Boardgame Recommender

— □ ×

## Boardgame Questionnaire

How many players would you like the game to accommodate?

SURE TO SUBMIT? — □ ×

Are you sure you want to submit your answers? You cannot change your answers afterwards.

Cancel

Submit

Previous Question

Submit

quit



# KEYWORD EXTRACTION

The background image is a close-up of a board game map, likely from a historical or strategy game. It features a map of Europe and Africa with various colored tokens (red, yellow, blue, green) placed on different regions. A diagonal line splits the image from the bottom left to the top right. The left side is slightly more in focus than the right side. The text 'KEYWORD EXTRACTION' is overlaid on the top left in a large, bold, dark font. Below it, a list of two items is shown: '- BERT' and '- Regular expressions'.

- BERT

- Regular expressions



# CATEGORY MAPPING

## GloVe Model

- Outperforms Word2Vec on Similarity Tasks

## Word2Vec Cosine Similarity Function

## Process

- Finds similarity between each word in the feature list, finds the average, returns the highest similarity

# DATA SELECTION

Small functions → Master functions

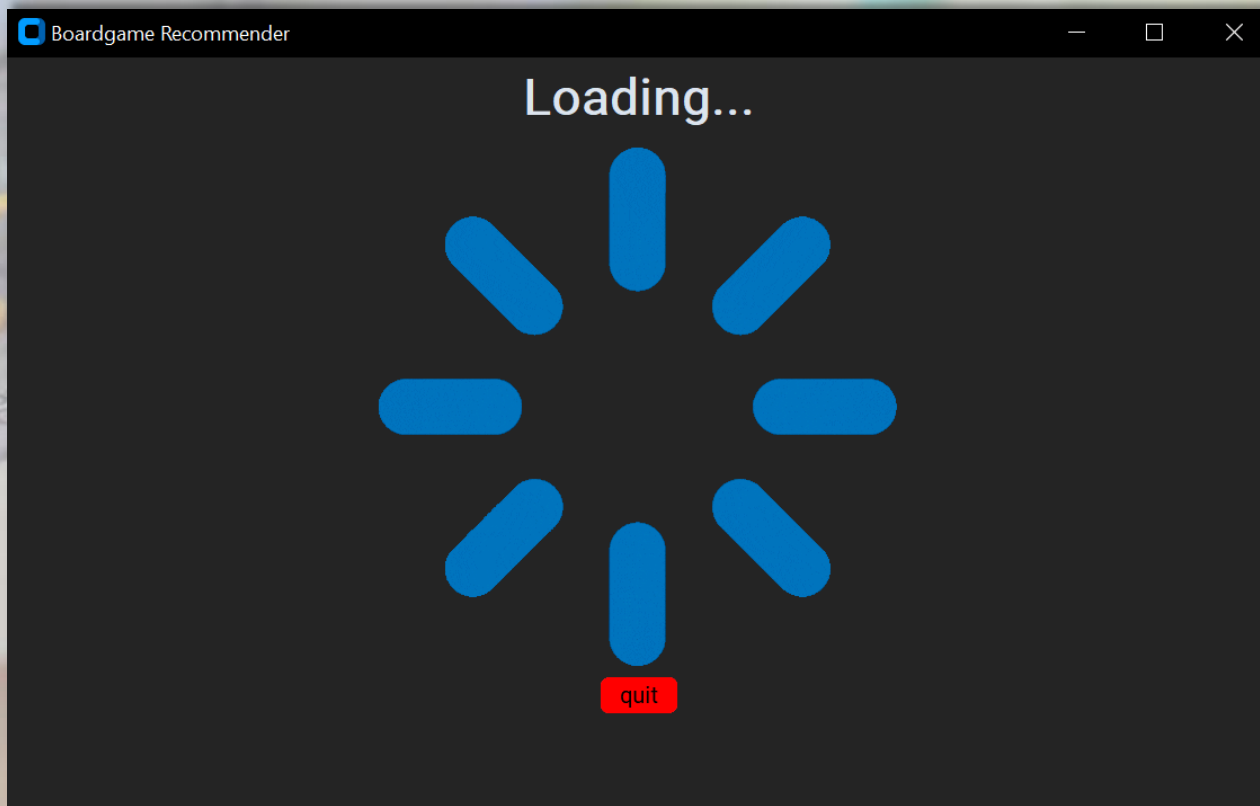
1. Preference filtering → sub-DF

2. Top choices:


- Best rated
- Most rated
- Random



# USER OUTPUT

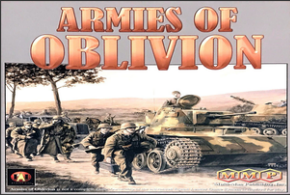


# PRESENTING RECOMMADATION

 Boardgame Recommender

Boardgame Recommendation


1. Highest rated game which fits your preferences



Armies of Oblivion: ASL Module 12

Armies of Oblivion is the long-awaited module adding the Axis Minors (Romanian, Hungarian, Bulgarian, Slovakian, Croatian) order of battle to the Advanced Squad Leader tactical game system. NOTE: Finns are in Beyond Valor: ASL Module 1 and Hakkaa Päälle!: ASL Module 14. Contents: 4 8"x22" geomorphic mapboards 48, 49, 50, 51 [all editions] Overlays Hi8-Hi12, Rv1, Wd12, Wd34 [all editions] Overlays Hi2, Hi5, OG1, P1, RR1, RR2, RR4-6, RR14, X12 [2nd edition only] 6 Counter sheets [all editions - each edition has different countersheets - see images] ASL Scenarios 27-34 [2nd edition only], 111-121 [all editions], 122,


2. Most rated game which fits your preferences



Get Bit!

"You don't have to be faster than the shark, just faster than your friends!" Get Bit! is a card game where players are competing to stay alive as the others are being eaten by the shark. The order of the swimmers is determined by simultaneously playing cards face-down then revealing the values. The number on each player's card determines position in line (higher numbers in front, lower numbers in back), however ties don't move. The swimmer at the back loses a limb to the shark and is flung to the front of the line! The process is repeated until only two swimmers remain on the table. When this happens, the swimmer at the front

3. Random game which fits your preferences



1918: Operation Michel – March 21-30, Germany's Last Chance in the West

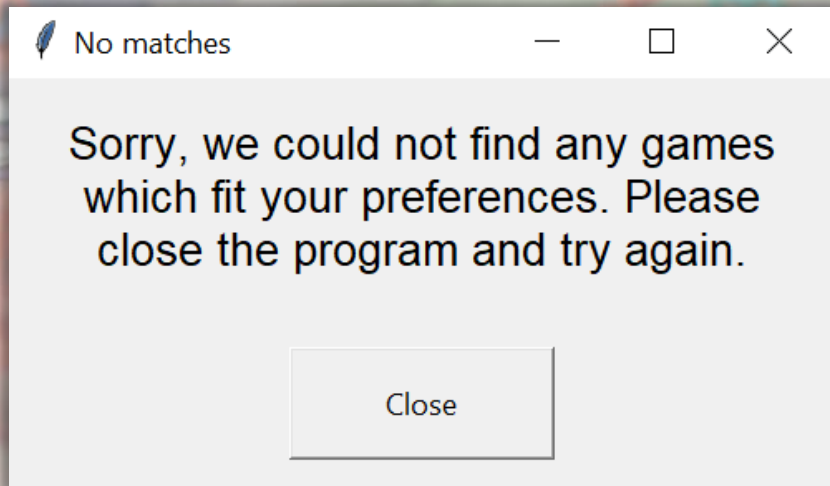
"1918 recreates on a divisional scale the first German offensive on the Western Front in that year. This was the first German offensive in France since 1916 (Verdun), and is generally considered the last, and best, chance of a German victory in World War I." The game covers the critical first ten days of the offensive. In addition, to the historical version of the battle, there are various "what if?" options based on certain variables that could have happened almost as easily as the real situation. "23" by "29" hex map on buff

load different random game

quit



# PRESENTING RECOMMADATION



# EVALUATION

Feature Accuracy

Theme

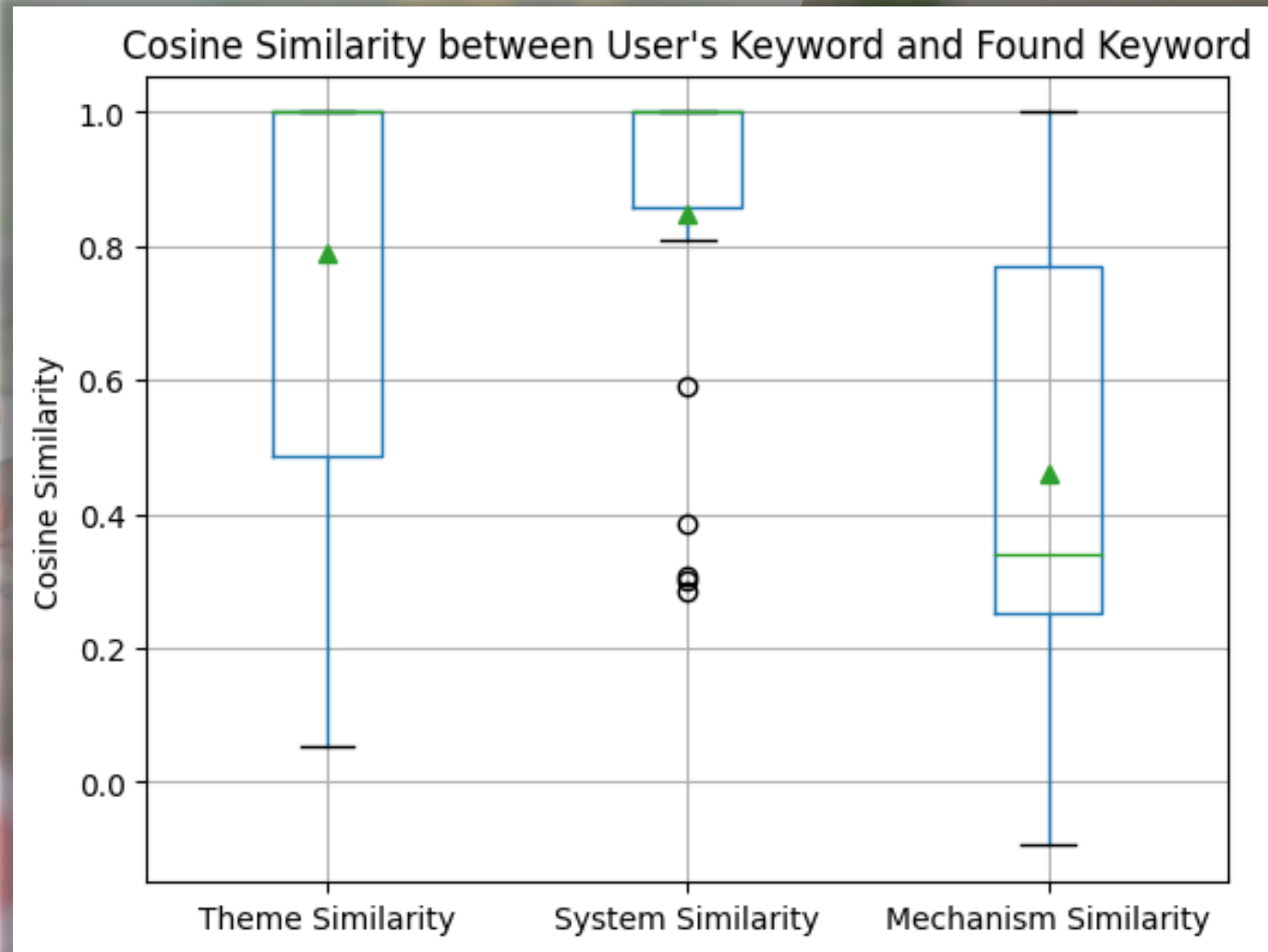
77.27%

System

77.27%

Mechanism

27.27%





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