BOARDGAME
RECOMMENDER
SYSTEM
BY BROOK, IASON & JOEP

THE PROGRAM

Data pre-processing

Questionnaire

Keyword extraction

Category mapping

Data selection

User output (presenting recommendations)

Evaluation

DATA PRE-PROCESSING

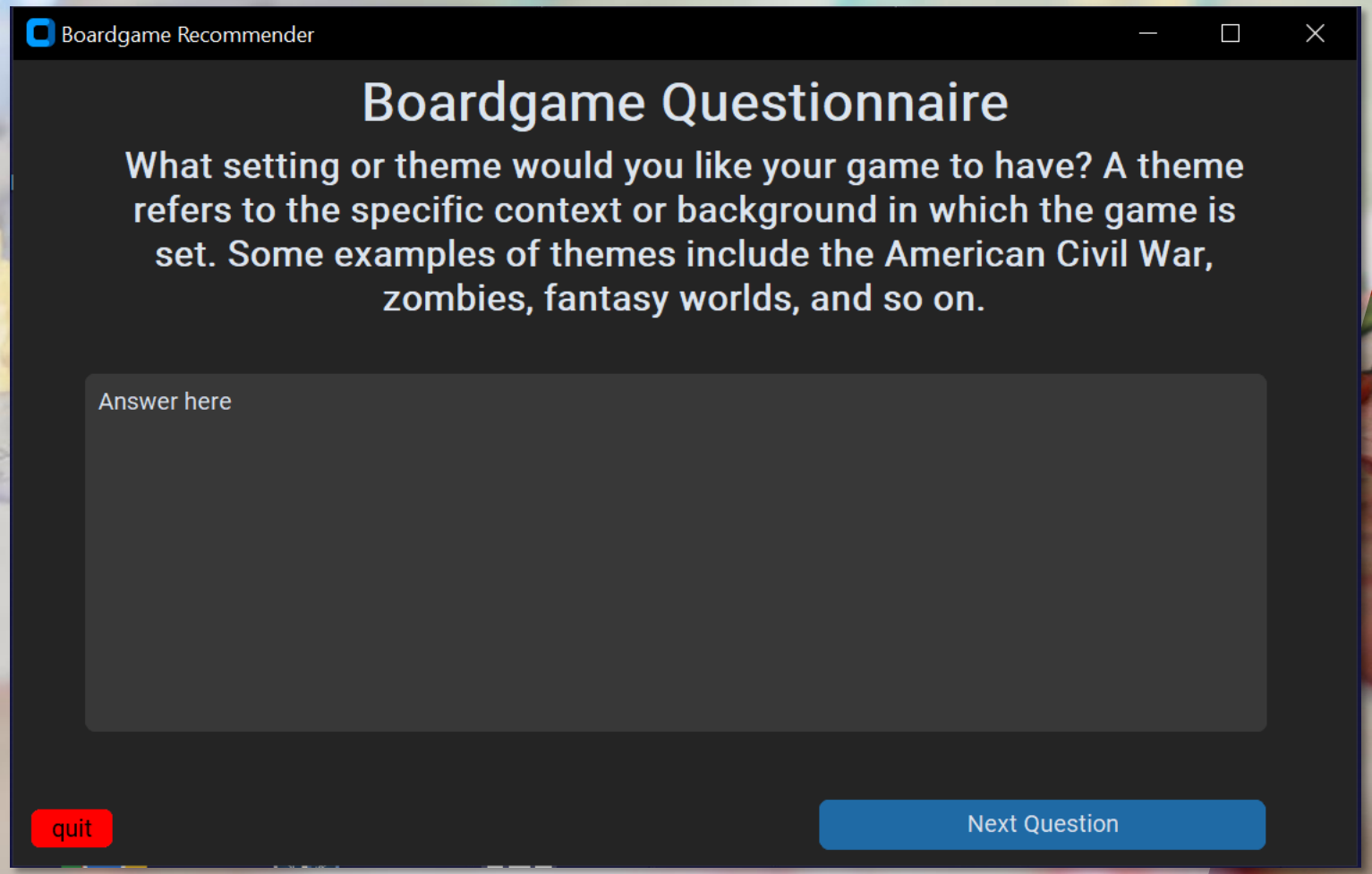
286,000 initial entries → 10,000 final entries

DataFrame indexing (fast):

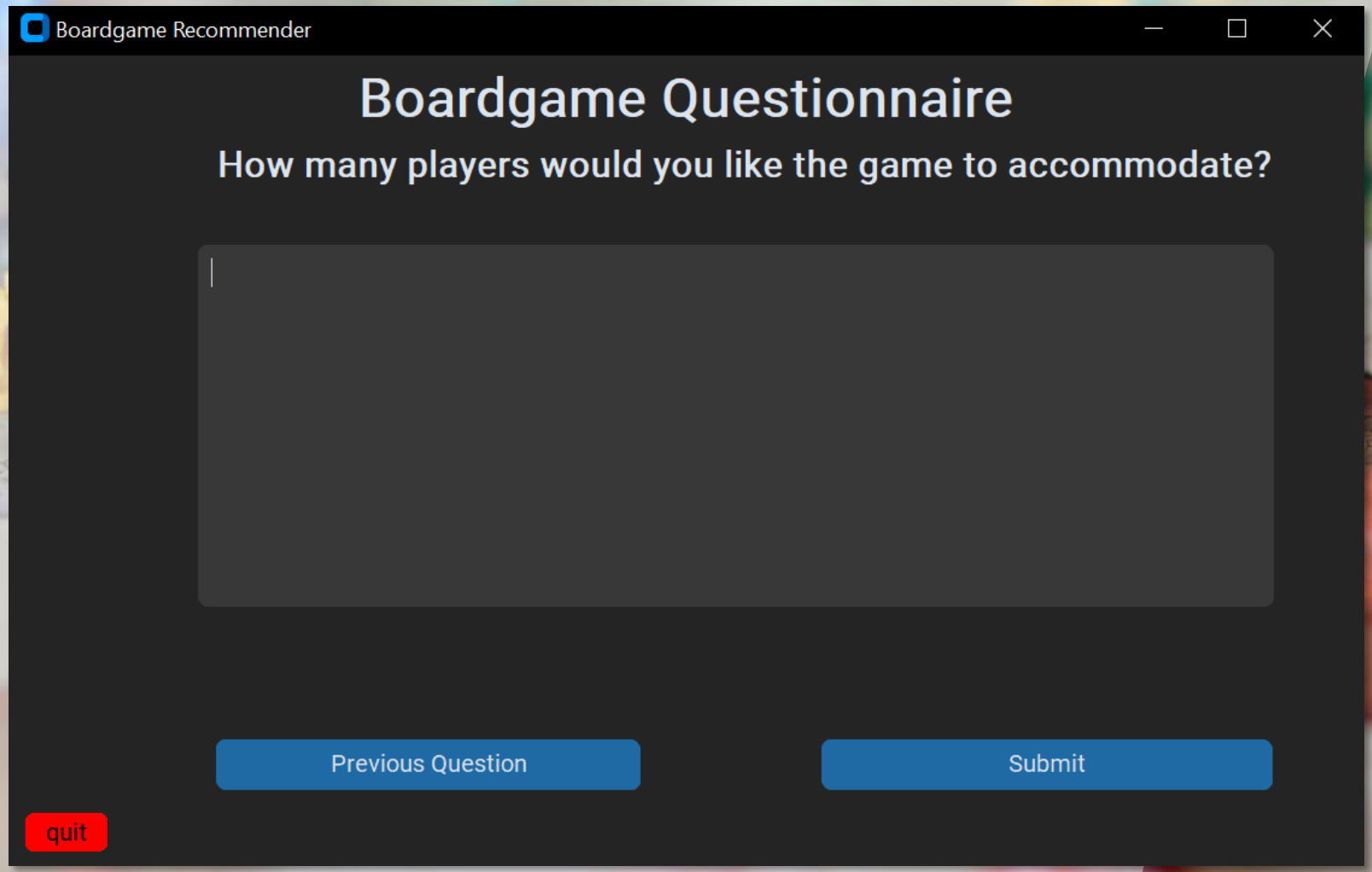
1. Delete undesirable characteristics
2. Delete missing values
3. > 20 user ratings
4. > 5/10 rating
5. Edit characters in descriptions

QUESTIONNAIRE

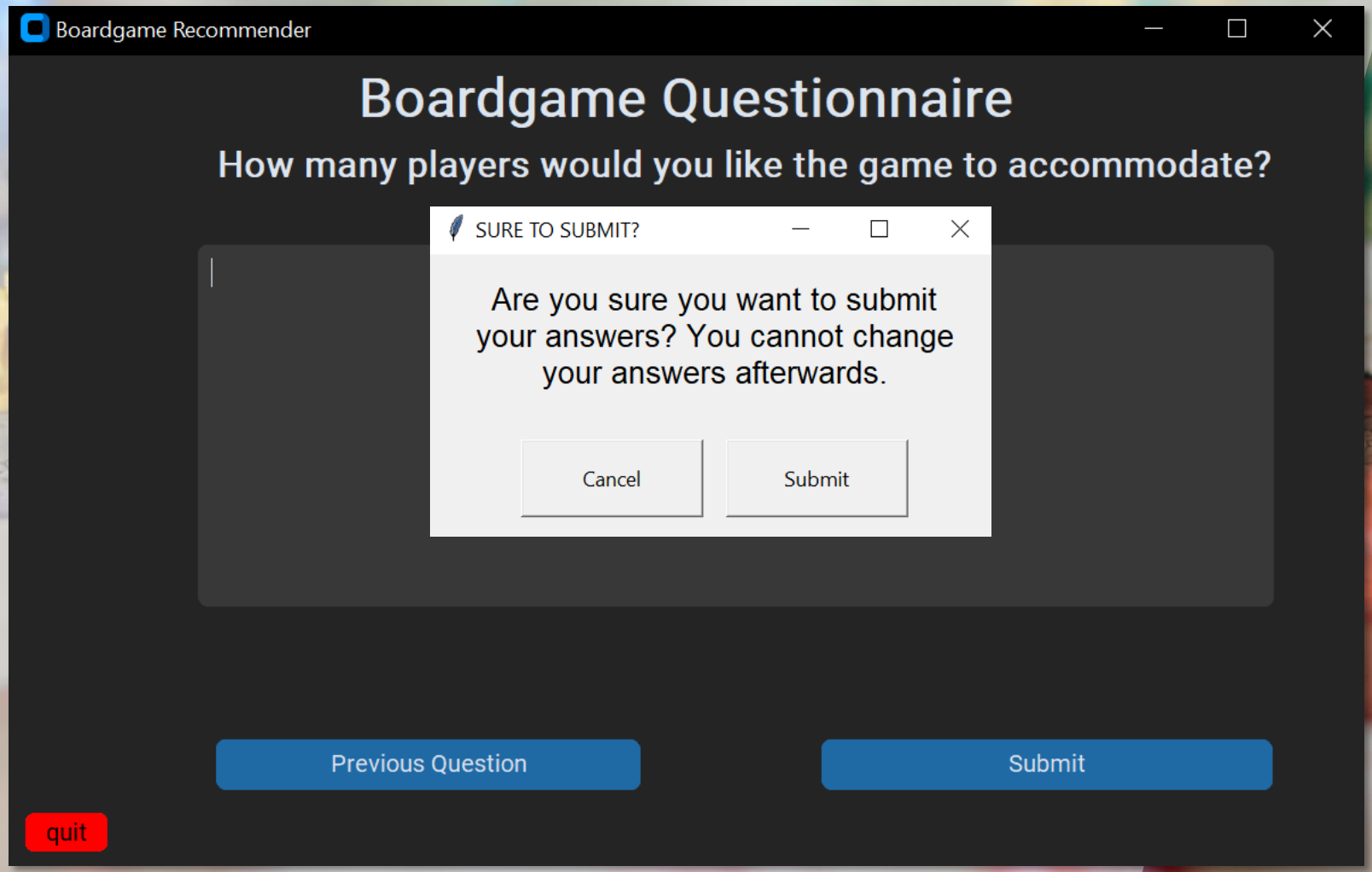
QUESTIONNAIRE



QUESTIONNAIRE



QUESTIONNAIRE



KEYWORD EXTRACTION

- BERT

- Regular expressions

CATEGORY MAPPING

GloVe Model

- Outperforms Word2Vec on Similarity Tasks

Word2Vec Cosine Similarity Function

Process

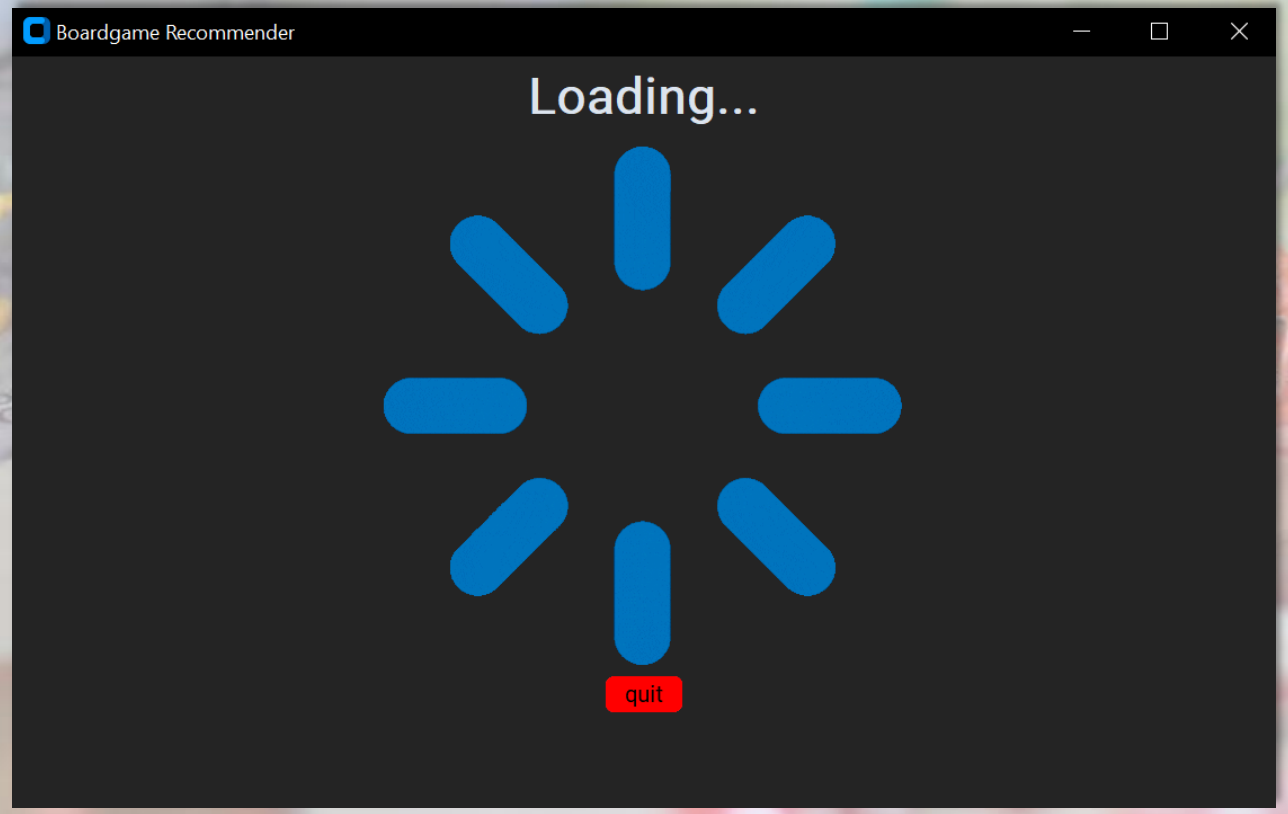
- Finds similarity between each word in the feature list, finds the average, returns the highest similarity

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

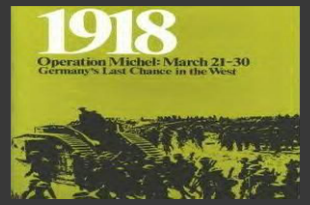
Armies of Oblivion is the long-awaited module adding the Axis Minors (Romanian, Hungarian, Bulgarian, Slovakian, Croatian) order of battle to the Advanced Squad Leader tactical game system.NOTE: Finns are in Beyond Valor: ASL Module 1 and Hakkaa Päälle!: ASL Module 14.Contents: 4 8"x22" geomorphic mapboards 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



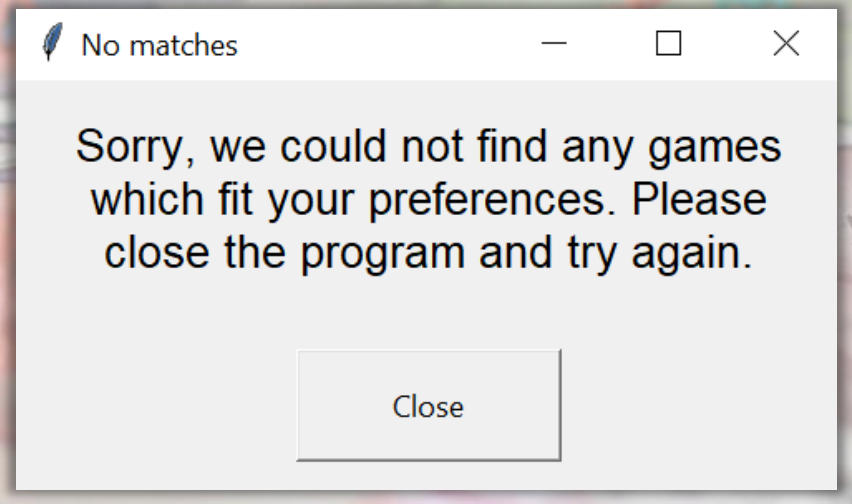
1918: Operation Michel – March 21-30, Germany's Last Chance in the West

"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

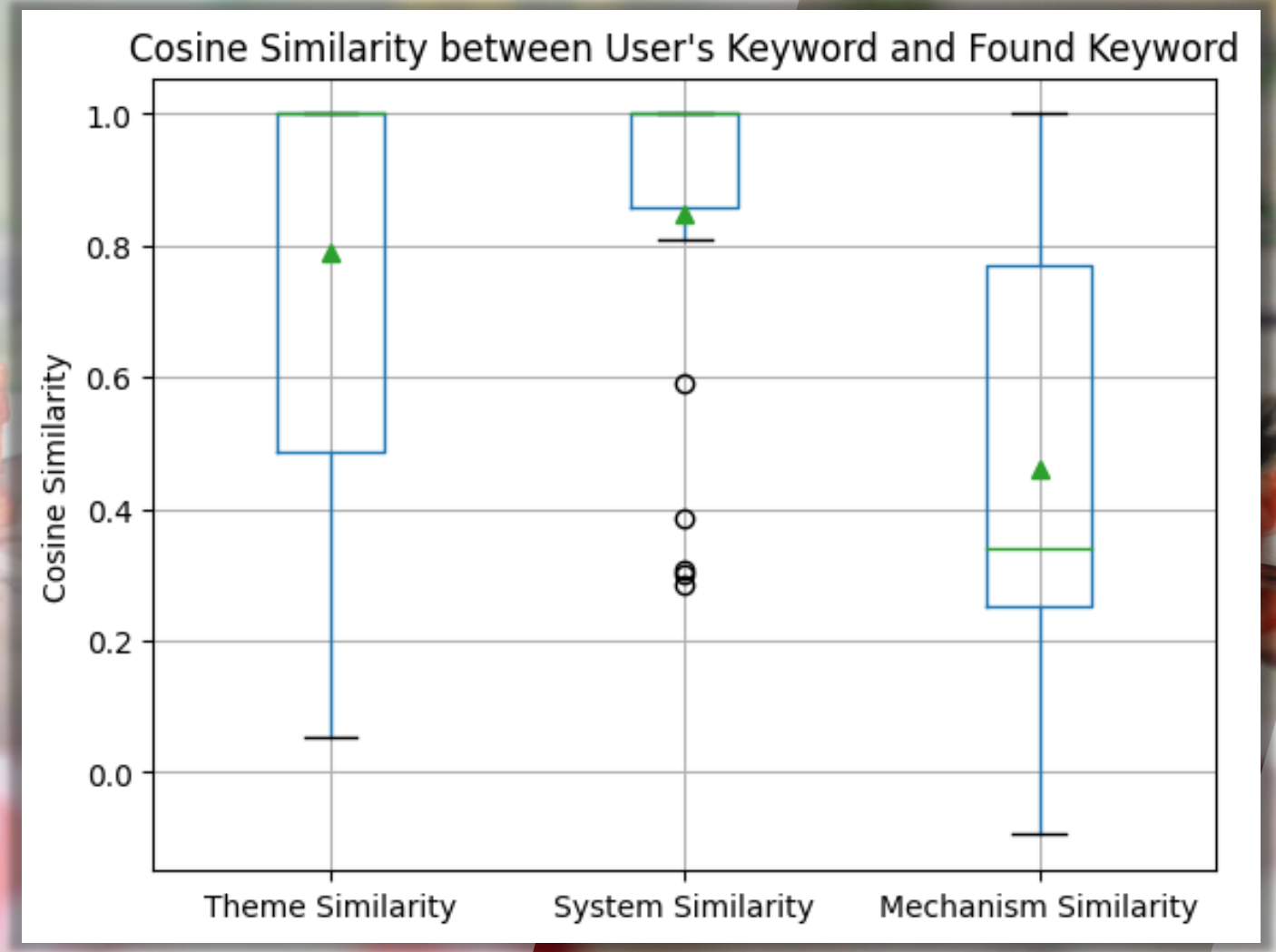
77.27%

System

77.27%

Mechanism

27.27%



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