Board Game Succes Prediction Tool

Board games are overflowing the market, but not all board games are successful.This tool will assist in figuring out the formula to success by analyzing and predicting a board games' possible success before it is made. Whilst it doesn't give a guaranteed answer, it could aid those in doubt clear said doubts regarding their latest ideas and designs.

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Context of use: Education
Level of education: Bachelor

Impact on society
What impact is expected from your technology?

This category is only partial filled.

What is exactly the problem? Is it really a problem? Are you sure?
The purpose of this tool is to aid board game developers to figure out if their board game could be successful by comparing it to already existing games. I believe that this could speed up the design process of board games immensely by knowing what mechanics (not) to focus on during designing. Simply by cross referencing what does or does not exists depending on what the developers want!

Are you sure that this technology is solving the RIGHT problem?
This question has not been answered yet.

How is this technology going to solve the problem?
This question has not been answered yet.

What negative effects do you expect from this technology?
This question has not been answered yet.

In what way is this technology contributing to a world you want to live in?
This question has not been answered yet.

Now that you have thought hard about the impact of this technology on society (by filling out the questions above), what improvements would you like to make to the technology? List them below.
This question has not been answered yet.

Hateful and criminal actors
What can bad actors do with your technology?

This category is only partial filled.

In which way can the technology be used to break the law or avoid the consequences of breaking the law?
Yes, under circumstances it can be used to break the law. Although the tool itself doesn't give any clear ways, the commercial use of this tool could result into false marketing and scamming. As it is a predictive and not an absolute tool.

Can fakers, thieves or scammers abuse the technology?
This question has not been answered yet.

Can the technology be used against certain (ethnic) groups or (social) classes?
This question has not been answered yet.

In which way can bad actors use this technology to pit certain groups against each other? These groups can be, but are not constrained to, ethnic, social, political or religious groups.
This question has not been answered yet.

How could bad actors use this technology to subvert or attack the truth?
This question has not been answered yet.

Now that you have thought hard about how bad actors can impact this technology, what improvements would you like to make? List them below.
This question has not been answered yet.

Technology Impact Cycle Tool

Board Game Succes Prediction Tool

Privacy

Are you considering the privacy & personal data of the users of your technology?

This category is only partial filled.

Does the technology register personal data? If yes, what personal data?

No, the tool runs solely on datasets regarding board game information. The only time any closely related to personal data is involved is the reviews average and sales count, but no accounts are linked to the reviews. Only the numbers are public.

Do you think the technology invades the privacy of the stakeholders? If yes, in what way?

This question has not been answered yet.

Is the technology is compliant with prevailing privacy and data protection law? Can you indicate why?

This question has not been answered yet.

Does the technology mitigate privacy and data protection risks/ concerns (privacy by design)? Please indicate how.

This question has not been answered yet.

In which way can you imagine a future impact of the collection of personal data?

This question has not been answered yet.

Now that you have thought hard about privacy and data protection, what improvements would you like to make? List them below.

This question has not been answered yet.

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Human values
How does the technology affect your human values?

This category is only partial filled.

How is the identity of the (intended) users affected by the technology?
There are a multitude of users, it could be designers of a big corporation looking to quickly run through R&D projects by using this tool to speed up the process, or perhaps something smaller like an individual developer looking to find a breakthrough game to bring on the market. Both have reasoning to use this tool to speed up the process as well as find new or existing ideas that could become very successful, there even is the use-case of simply using this tool as a board game recommendation tool for board game enthusiasts.

How does the technology influence the users' autonomy?
This question has not been answered yet.

What is the effect of the technology on the health and/or well-being of users?
This question has not been answered yet.

Now that you have thought hard about the impact of your technology on human values, what improvements would you like to make to the technology? List them below.
This question has not been answered yet.

Technology Impact Cycle Tool

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Stakeholders
Have you considered all stakeholders?

This category is only partial filled.

Who are the main users/targetgroups/stakeholders for this technology? Think about the intended context by answering these questions.

Name of the stakeholder
Noah ten Oever (end-user), a student with an interest in game development in general.

How is this stakeholder affected?
-

Did you consult the stakeholder?
Yes

Are you going to take this stakeholder into account?
Yes

Name of the stakeholder
Boyd Catsman (game developer), a game developer with an interest in board games.

How is this stakeholder affected?
-

Did you consult the stakeholder?
Yes

Are you going to take this stakeholder into account?
Yes

Did you consider all stakeholders, even the ones that might not be a user or target group, but still might be of interest?
-

Now that you have thought hard about all stakeholders, what improvements would you like to make? List them below.
This question has not been answered yet.

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Data
Is data in your technology properly used?

This category is only partial filled.

Are you familiar with the fundamental shortcomings and pitfalls of data and do you take this sufficiently into account in the technology?
Yes, this tool is based on data starting from 1980. Therefore success can be measured incorrectly due to for example the financial situations of each decennial, let alone the reviews. The tool can't handle this itself, therefore we make sure to advertise it as a predictive and suggestive tool. Not an absolute problem solver that will guarantee success.

How does the technology organize continuous improvement when it comes to the use of data?
This question has not been answered yet.

How will the technology keep the insights that it identifies with data sustainable over time?
This question has not been answered yet.

In what way do you consider the fact that data is collected from the users?
This question has not been answered yet.

Now that you have thought hard about the impact of data on this technology, what improvements would you like to make? List them below.
This question has not been answered yet.

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Inclusivity
Is your technology fair for everyone?

This category is only partial filled.

Will everyone have access to the technology?
This question has not been answered yet.

Does this technology have a built-in bias?
Yes, totally. Due to the nature of the datasets used for the tool, there is a strong recency bias. Where the newer a game is the higher the likelihood it gets more sales/reviews than an older game, any external factors that influenced the reviews of a game such as political statements by developers are also not taken into account due to the way this data is collected.

Does this technology make automatic decisions and how do you account for them?
This question has not been answered yet.

Is everyone benefitting from the technology or only a a small group? Do you see this as a problem? Why/why not?
This question has not been answered yet.

Does the team that creates the technology represent the diversity of our society?
This question has not been answered yet.

Now that you have thought hard about the inclusivity of the technology, what improvements would you like to make? List them below.
This question has not been answered yet.

Transparency

Are you transparent about how your technology works?

This category is only partial filled.

Is it explained to the users/stakeholders how the technology works and how the business model works?

I do explain to an extent how the technology works regarding it's concept, decision making and how to use it in general. The mission is to aid speeding up processes and nothing more than finding a general "formula" not a guaranteed way to success.

The interface that will come with the tool should also feel natural to interact with due to it's relative simple nature.

If the technology makes an (algorithmic) decision, is it explained to the users/stakeholders how the decision was reached?

This question has not been answered yet.

Is it possible to file a complaint or ask questions/get answers about this technology?

This question has not been answered yet.

Is the technology (company) clear about possible negative consequences or shortcomings of the technology?

This question has not been answered yet.

Now that you have thought hard about the transparency of this technology, what improvements would you like to make? List them below.

This question has not been answered yet.

Sustainability

Is your technology environmentally sustainable?

This category is only partial filled.

In what way is the direct and indirect energy use of this technology taken into account?

This tool will be completely local, besides maybe the small net-hosting done for the tool itself through Fontys' data centers.

Do you think alternative materials could have been considered in the technology?

This question has not been answered yet.

Do you think the lifespan of the technology is realistic?

This question has not been answered yet.

What is the hidden impact of the technology in the whole chain?

This question has not been answered yet.

Now that you have thought hard about the sustainability of this technology, what improvements would you like to make? List them below.

This question has not been answered yet.

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Future
Did you consider future impact?

This category is only partial filled.

What could possibly happen with this technology in the future?
The tool can take a supportive role in the future of board game development to find gaps in the market or the other way around. Does have to be mentioned that unless the dataset is regularly updated, it will get outdated very fast as it will lose it's effective recency bias.

Sketch a or some future scenario (s) (20-50 years up front) regarding the technology with the help of storytelling. Start with at least one utopian scenario.
This question has not been answered yet.

Sketch a or some future scenario (s) (20-50 years up front) regarding the technology with the help of storytelling. Start with at least one dystopian scenario.
This question has not been answered yet.

Would you like to live in one of this scenario's? Why? Why not?
This question has not been answered yet.

What happens if the technology (which you have thought of as ethically well-considered) is bought or taken over by another party?
This question has not been answered yet.

Impact Improvement: Now that you have thought hard about the future impact of the technology, what improvements would you like to make? List them below.
This question has not been answered yet.