




**NAME:** Board Game Success Prediction Tool 

**DATE:** September 5, 2024 4:20 PM

**DESCRIPTION OF TECHNOLOGY**  
 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.

**HUMAN VALUES** 

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.


**TRANSPARENCY** 

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.

**IMPACT ON SOCIETY** 


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 exist depending on what the developers want!

**STAKEHOLDERS** 


- Noah ten Oever (end-user), a student with an interest in game development in general.
- Boyd Catsman (game developer), a game developer with an interest in board games.

**SUSTAINABILITY** 


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

**HATEFUL AND CRIMINAL ACTORS** 


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.

**DATA** 


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.

**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.

**PRIVACY** 

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.

**INCLUSIVITY** 


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.

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# QUICKSCAN - CANVAS - HELPSIDE Board Game Success Prediction Tool

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**HUMAN VALUES** 

**How is the identity of the (intended) users affected by the technology?**

To help you answer this question think about sub questions like:

- If two friends use your product, how could it enhance or detract from their relationship?
- Does your product create new ways for people to interact?...

**TRANSPARENCY** 

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

- Is it easy for users to find out how the technology works?
- Can a user understand or find out why your technology behaves in a certain way?
- Are the goals explained?
- Is the idea of the technology explained?
- Is the technology company transparent about the way their...

**IMPACT ON SOCIETY** 

**What is exactly the problem? Is it really a problem? Are you sure?**

Can you exactly define what the challenge is? What problem (what 'pain') does this technology want to solve? Can you make a clear definition of the problem? What 'pain' does this technology want to ease? Whose pain? Is it really a problem? For who? Will solving the problem make the world better? Are you sure? The problem definition will help you to determine...

**STAKEHOLDERS** 

**Who are the main users/target groups/stakeholders for this technology? Think about the intended context by...**

When thinking about the stakeholders, the most obvious one are of course the intended users, so start there. Next, list the stakeholders that are directly affected. Listing the users and directly affected stakeholders also gives an impression of the intended context of the technology.

...

**SUSTAINABILITY** 

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

One of the most prominent impacts on sustainability is energy efficiency. Consider what service you want this technology to provide and how this could be achieved with a minimal use of energy. Are improvements possible?

**HATEFUL AND CRIMINAL ACTORS** 

**In which way can the technology be used to break the law or avoid the consequences of breaking the law?**

Can you imagine ways that the technology can or will be used to break the law? Think about invading someone's privacy. Spying. Hurting people. Harassment. Steal things. Fraud/identity theft and so on. Or will people use the technology to avoid facing the consequences of breaking the law (using trackers to evade speed radars or using bitcoins to launder...)

**DATA** 

**Are you familiar with the fundamental shortcomings and pitfalls of data and do you take this sufficiently into...**

There are fundamental issues with data. For example:

- Data is always subjective;
- Data collections are never complete;
- Correlation and causation are tricky concepts;
- Data collections are often biased;...

**FUTURE** 

**What could possibly happen with this technology in the future?**

Discuss this quickly and note your first thoughts here. Think about what happens when 100 million people use your product. How could communities, habits and norms change?

**PRIVACY** 

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

If this technology registers personal data you have to be aware of privacy legislation and the concept of privacy. Think hard about this question. Remember: personal data can be interpreted in a broad way. Maybe this technology does not collect personal data, but can be used to assemble personal data. If the technology collects special personal data (like...

**INCLUSIVITY** 

**Does this technology have a built-in bias?**

Do a brainstorm. Can you find a built-in bias in this technology? Maybe because of the way the data was collected, either by personal bias, historical bias, political bias or a lack of diversity in the people responsible for the design of the technology? How do you know this is not the case? Be critical. Be aware of your own biases....

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