

Appendix

Component Loadings for Principal Components Analysis With Oblimin Rotation of Educational Board Game Themes, Mechanics, and Genres

Factor loadings greater than $|\mathbf{.364}|$ are in boldface

Component Loadings (Themes)						
Original BGG Theme	Middle Eastern Conflict	17th to 19th Century History	19th to 21st Century History	Media- Based	Progress and Development	Travel
Adventure	.00	-.01	.00	.05	-.02	.79
Age of Reason	-.01	.78	-.01	-.02	.07	.04
American Civil War	-.01	-.01	.35	-.04	-.04	-.03
American Indian Wars	.00	.92	.00	.01	-.04	-.03
Amer. Revolutionary War	.00	.85	.00	.01	-.01	-.01
American West	.01	-.01	.04	.40	.05	-.08
Ancient	.01	-.01	.03	-.01	.55	.01
Animals	-.03	-.03	-.06	.48	.26	-.02
Arabian	.97	.00	-.01	.01	.00	.00
Aviation and Flight	-.01	-.02	-.02	-.06	-.05	.16
Book	-.02	-.03	-.03	-.07	-.07	-.04
Civilization	.02	.12	.04	-.03	.53	.37
Civil War	.97	.00	-.01	.01	.00	.00
Comic Book	-.01	.01	-.02	.41	-.04	-.01
Economic	-.06	.03	-.02	-.21	.06	-.10
Environmental	-.03	-.03	-.08	.26	-.06	.07
Fantasy	-.01	-.01	-.01	-.02	-.05	-.03
Farming	-.01	-.02	-.02	.03	.59	-.06
Humor	-.04	-.05	-.08	-.12	-.15	-.09
Industry & Manufacturing	-.04	-.05	-.07	-.12	.49	-.09
Mature / Adult	-.01	-.01	-.02	-.03	-.03	-.02

Component Loadings (Themes, Cont.)

Original BGG Theme	Middle Eastern Conflict	17th to 19th Century History	19th to 21st Century History	Media-Based	Progress and Development	Travel
Medical	-.01	-.02	-.02	-.05	-.04	-.03
Medieval	.01	-.01	.01	.04	.70	-.02
Modern Warfare	.84	.00	-.03	-.01	-.01	.00
Movies / TV / Radio	.00	-.01	.02	.65	-.05	-.04
Murder / Mystery	-.01	-.01	-.02	-.03	-.03	-.02
Music	.01	-.01	.03	.32	.02	-.08
Mythology	.00	.00	.01	-.02	.00	.00
Napoleonic	.00	.45	.00	.00	-.04	-.04
Nautical	.01	-.01	.02	-.04	.01	.86
Novel-based	.01	.01	.03	.77	.00	-.05
Political	.30	-.02	.39	-.08	-.03	-.04
Prehistoric	-.01	.01	-.03	.58	-.05	.12
Religious	.00	-.02	.01	-.04	.13	-.04
Renaissance	-.01	-.04	-.02	-.03	.62	-.08
Science Fiction	-.05	-.01	.77	-.05	-.03	-.04
Space Exploration	-.07	-.01	.10	-.12	-.05	-.08
Sports	-.01	-.01	-.02	-.03	-.03	-.02
Transportation	-.03	-.02	-.06	-.09	-.04	-.05
Travel	-.03	-.05	-.05	-.09	-.07	.60
Video Game Themes	.00	-.02	.01	.13	-.04	-.05
World War I	-.02	.00	.85	.04	.02	.02
World War II	-.02	.00	.77	.04	.01	.02
Eigenvalues	2.70	2.42	2.25	2.23	2.22	1.99
Proportion of variance	.06	.06	.05	.05	.05	.05

Component Loadings (Mechanics)

Original BGG Mechanic	Trading	Acting & Betting	Map	Memory	Number	Strategy
Acting	-.01	.76	-.01	.00	-.04	.08
Action Point	.03	.14	-.06	.04	-.02	.77
Auction and Bidding	.57	-.18	-.01	-.08	-.13	.00
Betting and Wagering	.30	.44	-.05	-.08	.04	-.05
Campaign Card	-.02	-.10	-.06	.00	.01	.71
Card Drafting	.00	.19	.37	-.14	-.09	-.11
Commodity Speculation	.82	.22	.01	.06	.10	.05
Deduction	-.07	.27	-.01	.25	.31	.02
Dice Rolling	-.11	.45	-.06	-.06	-.04	-.07
Hex and Counter	.02	-.01	.91	.01	.01	-.04
Math	.25	-.13	-.03	-.14	.63	-.03
Maze	.03	-.13	.00	.46	-.17	.01
Memory1	.01	-.02	.00	.90	.00	-.01
Memory2	.02	-.01	.00	.89	.02	.03
Negotiation	.60	.22	-.01	.13	-.15	-.06
Number	.10	.00	-.02	-.08	.69	-.02
Paper and Pencil	.19	.23	.01	-.02	.24	-.03
Pattern Building	-.04	.00	-.03	-.02	.03	-.06
Pattern Recognition	-.06	-.04	-.05	.19	-.11	-.11
Pick Up and Deliver	-.04	.04	.71	.01	-.05	.12
Point to Point Movement	-.04	-.10	.04	-.05	-.07	.57
Press Your Luck	.00	.57	-.04	-.01	.07	.00

Component Loadings (Mechanics, Cont.)

Original BGG Mechanic	Trading	Acting & Betting	Map	Memory	Number	Strategy
Puzzle	-.03	-.03	.10	.12	.05	.13
Real Time	-.02	-.09	-.06	.16	-.08	-.13
Role-Playing	.01	.72	.07	.00	-.06	.06
Roll and Move	.14	.11	-.05	.00	-.05	-.07
Route Building	.01	-.02	.87	.00	.01	-.05
Set Collection	.01	.18	-.03	.37	.14	-.17
Simulation	.65	-.13	.00	-.08	.03	.12
Stock Holding	.83	-.11	-.01	-.01	.09	-.06
Storytelling	.04	.38	-.04	.09	-.06	.04
Take That	-.10	.01	.00	.16	.64	-.03
Tile Placement	-.01	-.03	-.06	-.03	-.04	-.06
Trading	.52	.22	-.05	.07	-.16	-.13
Trick Taking	-.10	-.01	.01	.12	.66	-.01
Variable Phase	.53	-.20	.03	-.04	-.01	.05
Variable Player Powers	.07	.15	.06	.03	.00	.59
Voting	.35	-.16	-.05	-.07	.00	.15
Eigenvalues	3.45	2.56	2.28	2.26	2.07	1.99
Proportion of variance	.09	.07	.06	.06	.05	.05

Component Loadings (Genres)

Original BGG Genre	Strategy	Party	Card
Abstract Strategy	.40	-.24	-.02
Action / Dexterity	.61	.03	.03
Bluffing	-.01	.34	.56
Card Game	-.13	-.04	.55
City Building	.77	.00	-.01
Collectible	-.07	-.25	.13
Dice	.02	.01	.07
Expansion	-.18	-.27	-.17
Party Game	.04	.68	.22
Print and Play	.03	-.05	.71
Racing	-.05	-.06	-.07
Territory Building	.72	.01	.00
Trivia	-.07	.65	-.06
Wargame	-.11	-.10	.02
Word Game	-.03	.57	-.32
Eigenvalues	1.72	1.54	1.34
Proportion of variance	.11	.10	.09