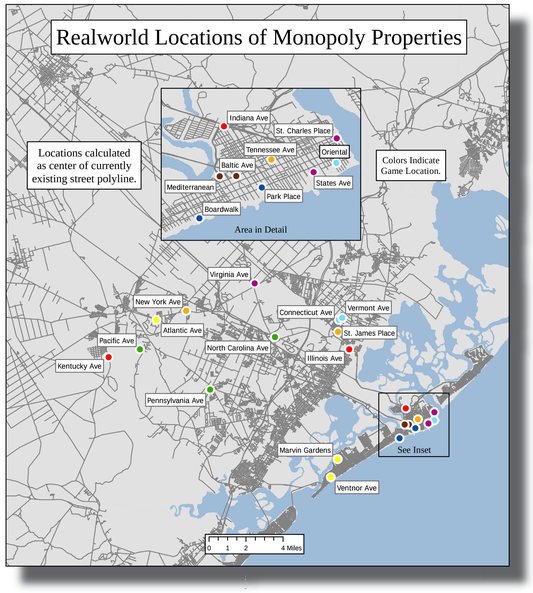
The Geography of Monopoly



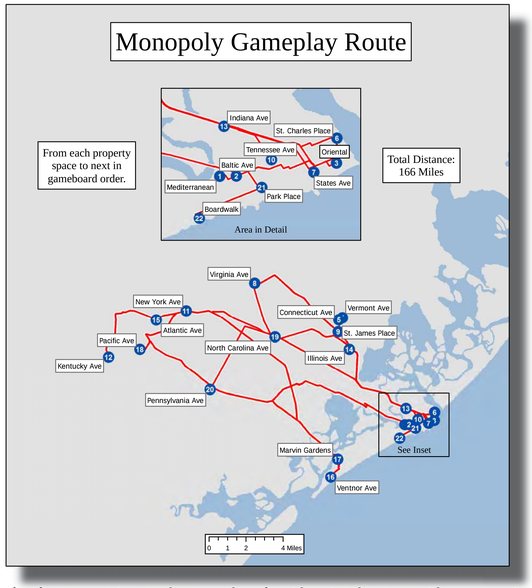
	Real-World Rank	Monopoly Rank
1	Boardwalk	Boardwalk
2	x Park Place x	Park Place
3	Marvin Gardens	Pennsylvania Ave
4	St. James Place	North Carolina Ave
5	x Pacific Ave x	Pacific Ave
		Marvin Gardens (Marven Gardens)
6	St. Charles Place	
7	Ventnor Ave	Ventnor Ave
8	x Atlantic Ave x	Atlantic Ave
		Illinois Ave (MLK Jr. Blvd)
9	Vermont Ave	
10	Illinois Ave	Indiana Ave
11	Indiana Ave	Kentucky Ave
12	Kentucky Ave	New York Ave
13	Virginia Ave	Tennessee Ave
14	Connecticut Ave	St James Place
15	North Carolina Ave	Virginia Ave
16	Tennessee Ave	States Ave
17	x States Ave x	St. Charles Place
18	New York Ave	Connecticut Ave
19	Pennsylvania Ave	Vermont Ave
20	x Oriental Ave x	Oriental Ave
21	Mediterranean Ave	Baltic Ave
22	Baltic Ave	Mediterranean Ave

The above chart compares ordinal rankings of the current Atlantic City versus Monopoly. The comparison data comes from Zillow. A minimum of 20 sample lots were required to get the average current value of the housing on the streets. Some streets don't have enough or any individual family housing on it, therefore was omitted from effective ranking

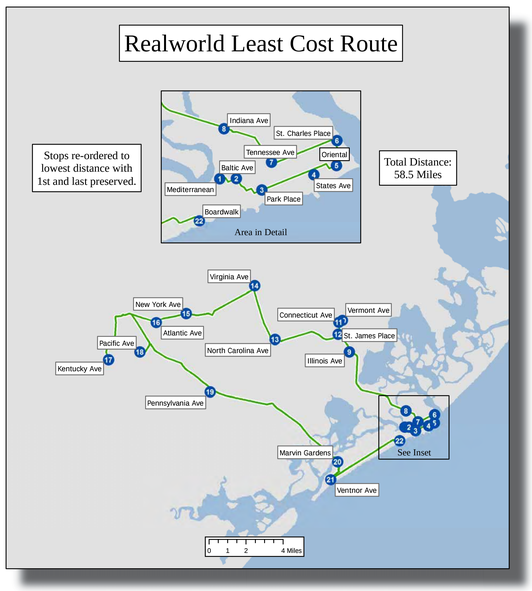
Network, N. J. (n.d.). New Jersey Geographic Information Network. Retrieved 06 01, 2016, from NJGIN: njgin.state.nj.us/NJ_NJGINExplorer/index.jsp

Zillow. (2016). www.zillow.com. Retrieved 05 29, 2016, from www.zillow.com: www.zillow.com

Monopoly is one of the world's most popular games, however for most of us, it is just a square board that sits in a closet at home. The game of Monopoly is based on historical and current properties in Atlantic City, New Jersey. With this in mind how does the Monopoly board compare to the reality of the Atlantic City area. Are all of the streets in close proximity to each other or are they more relatively randomly located compared to each other. What are the real-world distances between these 'properties'? How expensive is the current real estate market on these streets? The determining of board properties realworld locations: from data provided from Atlantic City street file. Dissolving multiple street segments by name into multipart polylines, centerpoints were calculated from these multipart street polylines to provide discrete point locations with the caveat that they must exist inside the aformentioned street polylines (so they would still have realworld addresses of the same street name as the gameboard rather than just a centroid of the current existing parts if they were multipart). added board position attribute based on sequence of gameboard (mediterranean 1, boardwalk 22). These points and their attributes would determine all further analysis.



This is a network analysis that shows the route in the real world if you insisted on touring Atlantic City Area as if you were going around the board from Go to Boardwalk



Here is the sequence of the most logical routing to all of the streets of Monoploy. Note the sequence is not in board order

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