Goal

- Accurately determine consumer sentiment towards a subset of video games by scraping user comments from a social media site
- Design and develop a web application allowing users to view sentiment analysis metrics for these games

Research Challenges

- Finding a useful and sizable data set to train our classifier
- Accurately judging which posts have comments that are relevant enough to be included in our sentiment analysis

System

Web Application

Frontend
Displays Data to the user

Backend
REST API handling transfer of data between frontend and database

Database
Stores sentiment and game data

Scraper
Scrapes and classifies Reddit comments as either positive or negative using the Naive Bayes Algorithm and stores results in a database

Sentiment Data Source

Motivation

- Developers and publishers need to understand the public’s feelings towards their games, especially after games are updated or news is released
- Consumers are able to make more informed purchasing decisions when they understand the feelings of the public toward the product they are considering buying
- Existing sites that aggregate reviews based on numeric scores can be problematic as reviewers, especially users, do not always utilize the same numeric scale
- Consumers are often very vocal about their feelings towards games on social media sites

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References

[1] https://spring.io/guides