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Collecting Game Expert Reviews

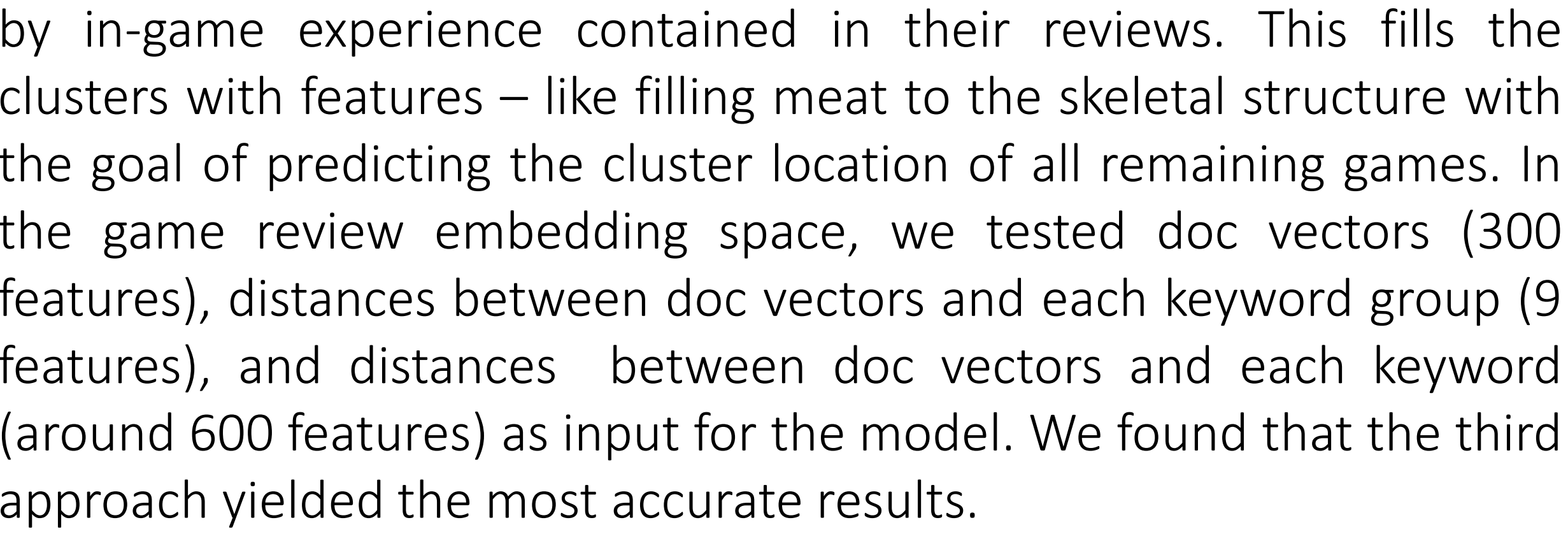
Identifying Experiential Words

Predicted Clusters
k = 9

precipitation fermentation collaboration
dizziness
stimulant
quickness
unconscious
intransigent
oxidation
partnership
precipitation
fermentation
collaboration
stimulant
quickness
unconscious
intransigent
oxidation
partnership

Predicted Cluster
 $k = 5$

Counter-Strike
 Halo 3
 Call of Duty: Black Ops
 Resident Evil 5
 Half-Life 2
 Grand Theft Auto V
 Tekken 2
 New Super Mario Bros
 Fifa 16
 The Legend of Zelda: Breath of the Wild
 Final Fantasy VIII
 World of Warcraft
 The Sims III
 Nintendogs
 Angry Birds
 MySims Kingdom
 Mario Kart Wii
 Need for Speed: Underground
 Wii Play
 Mario Party DS
 RollerCoaster Tycoon



	1	2	3	4	5
1	3	1	0	1	0
2	2	4	0	3	2
3	1	3	6	3	2
4	2	2	1	4	0
5	2	1	2	0	2

Predicted Clusters
 $k = 5$

Age of Empires III

Mackyma Chronicles II

Star Wars: The Old Republic

Middle-earth Shadow of Mordor

The Wolf of Wall Street II

Inside: Gods Among Us

German Eye: Battletest

Theme Hospital

www.RB&Live 2001

Diner Dash

This model has a potential to classify the remaining games in the universe. The classification then can serve as a basis of recommendation systems to the end video game players as well as critical design references to the game developers. Further surveys can be conducted to continue training the model to make more robust. We believe that it also has similar possible applications to other experience-based products like movies and books.