# Assignment Title

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## **URL to Github code** (*where is the code for your visual)* :

## <https://github.com/Digital-Methods-HASS/AU702488_Moeller_Anton/tree/7ca36a116a33af4ff09c65ab72b0125372104082/Week%2012>

## **Visualisation:** (*include a legible and meaningful graphic with clear labels and no scientific notation*)

I recommend viewing the illustration in github since I have created a very large dataset.

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AI-generated content may be incorrect.

## **Significance**: *Explain in 250 words what your visualisation (sentiment chart, map, or colonial legacy timeseries or regression chart) represents and what are its implications vis-a-vis your [historical] research question? Also, consider briefly what your visual does not show.*

My graph illustrates the wording choices in game of thrones plotted on a graph. The significance of which is the problems that might arise from using sentiment analysis on different texts. As can be seen in the graph, a lot of words are decidedly negative. But the context in which they are used might not have the negative connotations that they are associated with in a vacuum. The single most prevalent word with a sentiment score of negative 2 is fire, which due to the medieval setting may be a set piece, lifesaving force or a force of destruction. This might call into question the validity of such analysis since there are not precautions for ambivalent words to skewer the analysis in on way or the other. The median sentiment of game of thrones lays at -0,5 which is to be expected for a story famous for plot twists and backstabbing, but the concept of assigning a sentiment value inherently removes any nuance it had in the context of the book. Be that as it may, we might have to expand on our parameters if we don’t want to be mislead massively by simple word counts. Maybe large language models can be trained to view texts in broader context but such a solution comes with its own slew of problems so for now, sentiment analysis will need constant human supervision.