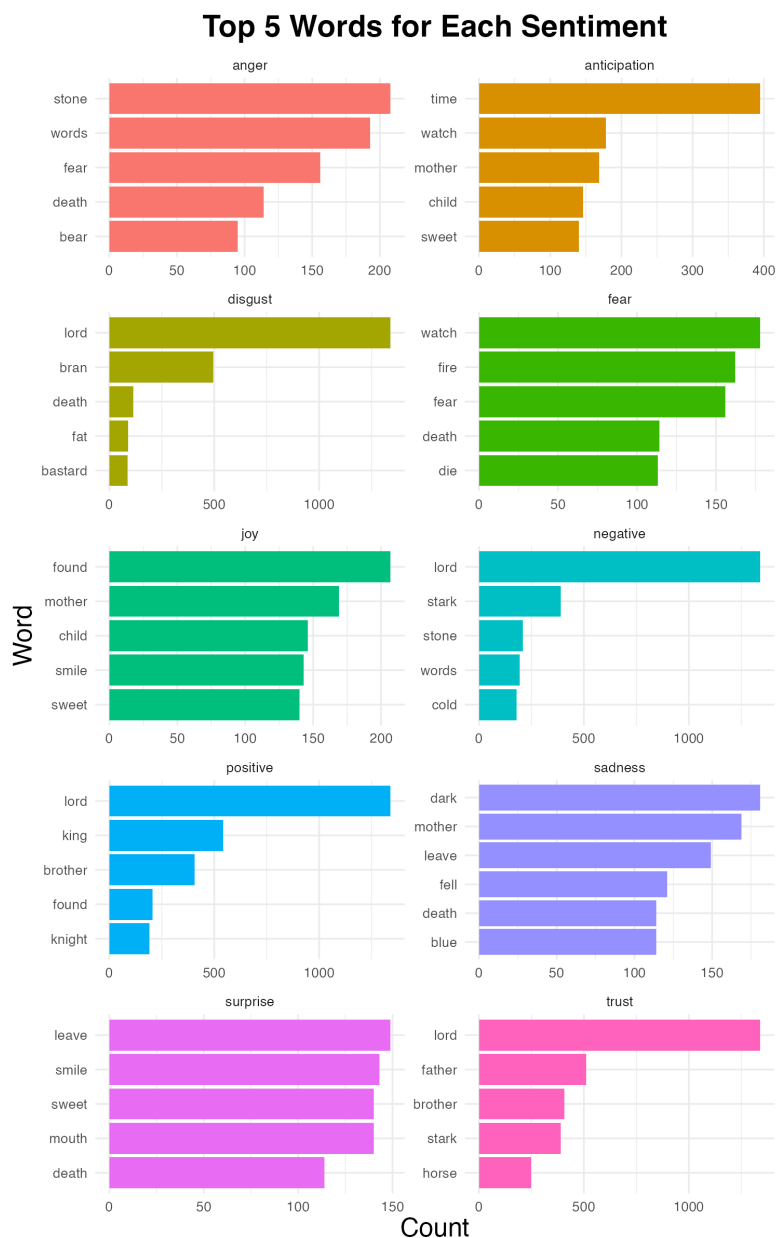


# Sentiment analysis Game of Thrones

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[https://github.com/Digital-Methods-HASS/au772620\\_Landerholm\\_Axel](https://github.com/Digital-Methods-HASS/au772620_Landerholm_Axel)



## Significance:

The graph shows an analysis of the associated emotions of the most common words from the book *A Game of Thrones* and categorizes them within ten emotional categories. The analysis provides an

insight into which words are associated with specific emotions in the book and how often they appear.

For example, words like "*death*", "*fear*", and "*dark*" are linked to anger, fear, and sadness which reflects that the book has dark and violent themes. On the other hand, words like "*mother*", "*child*", and "*smile*" appear in categories such as joy and trust, which suggests that there are also happier and more positive moments in the story.

The implication of this analysis is that *Game of Thrones* is an emotionally and thematically complex story with both strong positive and negative emotions. However, the graph does not show the context of the words. For example, the word "*lord*" appears in both negative and positive emotion which could be depending on who is speaking and the circumstances. Furthermore, the analysis does not capture irony, sarcasm, or the actual narratives of the story in which the word is used, which can be misleading.

Overall, the graph is a great visual representation of the emotions in *A Game of Thrones*, but alone it cannot tell us the whole story.