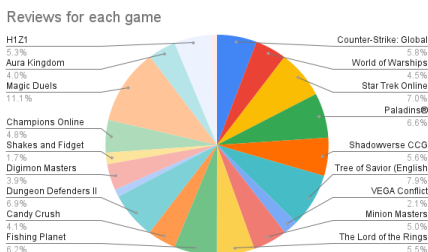


Project Proposal

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For this project I will be attempting to specifically analyze whether a game review is good or bad, whether it is positive or negative. Something along the lines of putting each review into a category of either good or bad, regarding the game. This idea is significant because it can lead to a better way of determining whether a game is fun to play. It can help someone decide if they want to play a game based on the review, and not waste their time, by going through the whole process of buying the game and playing it and then realizing that this game is not for them. This project can be a good way to avoid unnecessary trouble and find a good game. This project can also be a good recommender system, if a review is good, people will be more likely to play the game. If a review is bad, then people will more likely not want to play the game.

This is a classification problem, as it is defining reviews into specific categories. There can be many categories within this project, such as good or bad, positive or negative, happy or sad, or even praising or complaining. But for this project, there will only be two categories; positive review or negative review. Our input will be each game review, and the output we will get will be reviews separated into 2 categories, positive or negative, based on the game.



1. Dataset Figure:

- This figure will give an overview of how many samples there are in total, meaning how many reviews there are for each game, and how many games there are.
- In total we have 8025 reviews

2. Data Sample Figure:

- This is a figure which will show what a review for a game looks like, for example: this is a review for a game called Counter-Strike: Global Offensive
- This is what a clean review looks like, without any special characters

Nice graphics, new maps, weapons and models. But developers should listen to the customers a bit more. Developers you are focused too much on things that are not important at all. You should focus on changing the tick rate of the match making servers to 128 and improving VAC a lot. Those two are what customers really want and you should focus on. Not stickers, UI and HUD changes or skins. And stop messing around with the weapons.

3. Proposed Results Figure:

- This figure is in the form of a word cloud, displaying the different words which can be used to determine a positive review

