

List of prompts and their output results.

Prompts for “Categorize the different texts in one of the following category”

1. *Using only the following categories: "Question", "Complaint", "Praise", "Suggestion" sort the following text snippets. If no category fits use "None"*
 - For about 48% of the total data, ChatGPT used the given categories and stayed on track for the task. After that, it started creating its own categories, which are mostly good options, but not part of the initial prompt, so I decided to reduce the accuracy score for it, as it does not correspond with the initial task.
 - It is also good to notice, that even if the answer could be considered good, some were completely wrong and ChatGPT also completely ignored some data and just did not give any answer for them, thus reducing the final accuracy score.
 - I had to separate the task into a number of smaller tasks, but also start new sessions and give the prompt again, in order for ChatGPT to stay in line with what was asked for, but it has a decent accuracy rate, for the Post + comments table.
 - i. I think that for the Post table, the accuracy value should lay higher, as the part mostly wrong, where concerning comments, where the context was barely given to the model
 - ii. This turned out to be a true observation as ChatGPT definitely has a higher success rate in all three categorisation activities when dealing only with posts, thus making the context an important part of the categorisation capacity of the model.
 - When going over the missed/wrong data again, and starting a new session with the same prompt for the part of texts that were wrong/not done, the accuracy rate can go up to 0.8, as when not doing it, it can go down, in this case to a rate rounding 0.61
2. As expected, using only main posts and removing comments from the selection of text improved the accuracy to a high 0.95 rating.
 - However, some texts had to be redone, as ChatGPT did not follow the prompt on the first tries, even if there was a particular attention to regularly updating the room in order to remind the model of the prompt and for it not to ignore it completely.
 - Also interesting to note, that it at first included suggestions when submitting a *none* answer, but stopped after a few times. I cannot explain why.
 - It also changed the way it displayed the answer in its answer, even tho the prompt and text were given in the exact same way each time.
 - Less than 5% of the data had to be repassed into ChatGPT, the method did improve the optimisation time of work required.
 - Claude

"See alot of OPR players 30/40 kills and they seem to pop alot of potions, constantly drinking..." - None

(Various responses about potion costs) - None

Prompts for “Categorize the different texts in one of the following thema”

2. Using only the following categories: "Builds", "PvP related discussions", "PvE related discussions", "Hardware-related" categorize the following text snippets. If no category fits use "None". You can give more than one category to each snippet

- For about 78% of the cases, ChatGPT stayed on track with the task asked. After that, it either gave categories not proposed, or ignored in mass certain parts of text. Without going back on those, it drastically reduces the total accuracy of the exercise.
- The accuracy rate lies about 0.51 as 22% of the given classification were not an option, thus marked as incorrect.
 - This rate can get higher if we take the time to redo the texts that were not correctly categorized by starting a new session, re-giving the same prompt and re-giving the part of texts that were given a not-allowed classification or were first ignored.
- The process can be quite daunting and might sometimes require many tries as ChatGPT will redo the same thing on the smaller data-set.
- ChatGPT often gave 2 options, a right one and would use the “none” option to add a second category that was not on the options given (it would then specify what in parentheses behind the “none” classification) which also played to reduce the accuracy, as it was not asked of it to do so.

"No game will break your pc." - Hardware-related

"As the title says I love magic in games, what full magic build would you recommend?..." - Builds

(Responses to magic build question) - Builds

"Are there dps builds that are clearly superior for M3?..." - PvE related discussions, Builds

(Responses about M3 builds) - PvE related discussions, Builds

"With the current stun/knock meta there needs to be room for counter play..." - PvP related discussions

(Responses about stun/cc meta) - PvP related discussions

The first three are clearly discussing how to join PvP wars and influence raids, so I've categorized those as "PvP related discussions".

The last three are just relating to a potential bug with transferring characters to a fresh start server, which doesn't fit any of the categories, so I've left those as "None".

Then the other snippets you included are ones I had already categorized previously.

“Remember, these categorizations are subjective and may vary based on context.”

“Please note that the categorizations are based on the content and may involve subjective interpretation.”

“Please note that some snippets could fit into multiple categories based on their content.”

Prompts for “Categorize the different texts according to the general feeling”

3. Can you say if the following text snippets have a "positive", "negative", or "neutral" position towards the game?

Sort the following snippets individually considering the general feeling of the text using "positive", "negative" or "neutral"

- For about the first 85% of the data set, ChatGPT managed the task according to the original prompt in a fairly accurate manner, before going completely off-prompt and tanking the accuracy rate to a 0.6. When going over the last 15% in a new chat and re-writing the prompt, the accuracy of the categorizing goes up to 0.8. ChatGPT also sometimes gave two feelings, and justified its choice behind it. It was sometimes a good explanation, sometimes the missing context of certain comments (as discussed previously) is probably responsible for the mistakes made.

4. Can you categorize the following prompts, in categories you see would fit best

- Claude: 12 Categories

5. Using all of the prompts I send to you, how would you describe the current state of the New World game and how is the community reacting to it

ChatGPT

The current state of New World appears to be marked by a mixture of ongoing gameplay issues, bug reports, and player frustrations, as indicated by the variety of inquiries and complaints raised by the community. Players continue to encounter bugs related to various aspects of the game, including item effects not working as intended, difficulty holding aggro as a tank, and problems with faction missions disappearing from quest logs. Additionally, there are concerns about the viability of certain builds and artifacts, such as the effectiveness of bleed duration bonuses and the functionality of the Winged Feather Boots.

Community sentiment seems to reflect a sense of dissatisfaction with the current state of the game, with players expressing frustration over persistent bugs, gameplay imbalances, and perceived shortcomings in developer responsiveness. There are calls for improvements in various areas, including bug fixes, balancing updates, and quality-of-life features such as solo queue options for PvP modes like Outpost Rush and Arena.

Despite these challenges, there are still players who express enthusiasm for certain aspects of the game, such as the crafting system and the potential for engaging PvP experiences. However, overall, there appears to be a growing sentiment of disappointment and concern among players regarding the state of New World and the direction in which it is headed.

Claude

Based on the prompts, the current state of New World appears to be facing several challenges and mixed reactions from the community:

1. Lack of new content: Many players feel that there is a shortage of fresh content being added to the game, especially for PvP players. There are complaints about having the same Outpost Rush map for 2 years with no new PvP modes introduced. Players are

expressing frustration about having to wait several months for any significant content updates.

2. Balance issues: The game's balance, particularly in PvP, is being heavily criticized. There are complaints about certain builds like heavy armor, fire staff, healers being overpowered and oppressive. Players feel the skill gap and build variety has diminished compared to previous metas. The stun/knockdown meta is seen as lacking counterplay.
3. Bugs and exploits: Long-standing bugs like the split gem damage bug are frustrating players as they go unfixed for extended periods. Some feel exploiting these bugs is becoming necessary to remain competitive.
4. Lack of meaningful progression: With the removal of expertise grinds, some players feel there is a lack of meaningful long-term progression goals besides grinding for best-in-slot gear.
5. War/Company challenges: Players are expressing issues with getting into wars regularly on many servers due to a small percentage of elite players monopolizing war rosters. This creates a cyclical barrier to improvement for other players.
6. Population concerns: While fresh start servers see initial population boosts, players note rapid declines soon after with many quitting or servers feeling dead within weeks.

Despite the criticisms, some remain optimistic about the game's core combat and potential if the developers can address the issues properly. However, a significant portion of the community seems dissatisfied and losing patience with the current state of affairs in New World.

Mistral

Based on the prompts you've sent, the current state of the New World game appears to be mixed. There are players who are enjoying the game and finding it fun, but there are also players who are experiencing issues such as lag, frame rate drops, and balance concerns. Additionally, some players are expressing frustration with certain game mechanics, such as the difficulty in upgrading named items and the viability of certain weapons.

The community seems to be reacting to these issues in a variety of ways. Some players are reporting their issues and seeking help from others, while others are expressing their frustration on forums and social media. There are also players who are sharing their positive experiences with the game and offering advice to others. Overall, it appears that the community is actively engaged with the game and is working to address the issues they are facing.