Twitter Yukun

Yukun He 2017/12/12

===Introduction===

I was a player of both online games, League of Legends and Heroes of the Storm. I want to explore and compare online critics for these two games, since they are major competitors in the MOBA game category. Also I want to start my future career in the gaming industry, so that this project can prepare me for the future.

```
library(devtools)
library(twitteR)
library(streamR)
## Loading required package: RCurl
## Loading required package: bitops
## Loading required package: rjson
library(ROAuth)
library(dplyr)
## Attaching package: 'dplyr'
## The following objects are masked from 'package:twitteR':
##
##
       id, location
## The following objects are masked from 'package:stats':
##
##
       filter, lag
## The following objects are masked from 'package:base':
##
##
       intersect, setdiff, setequal, union
library(ggplot2)
library(splitstackshape)
## Loading required package: data.table
##
## Attaching package: 'data.table'
## The following objects are masked from 'package:dplyr':
##
       between, first, last
library(stringr)
library(tm)
## Loading required package: NLP
##
## Attaching package: 'NLP'
```

```
## The following object is masked from 'package:ggplot2':
##
##
       annotate
library(wordcloud)
## Loading required package: RColorBrewer
library(plotly)
##
## Attaching package: 'plotly'
## The following object is masked from 'package:ggplot2':
##
##
       last_plot
## The following object is masked from 'package:stats':
##
       filter
## The following object is masked from 'package:graphics':
##
      layout
library(grid)
library(tidytext)
library(tidyverse)
## Loading tidyverse: tibble
## Loading tidyverse: tidyr
## Loading tidyverse: readr
## Loading tidyverse: purrr
## Conflicts with tidy packages ------
## annotate(): ggplot2, NLP
## between(): dplyr, data.table
## complete(): tidyr, RCurl
## filter(): dplyr, plotly, stats
## first():
              dplyr, data.table
## id():
               dplyr, twitteR
## lag():
               dplyr, stats
## last():
               dplyr, data.table
## location(): dplyr, twitteR
## transpose(): purrr, data.table
library(tidyr)
library(reshape2)
##
## Attaching package: 'reshape2'
## The following object is masked from 'package:tidyr':
##
##
       smiths
## The following objects are masked from 'package:data.table':
##
       dcast, melt
##
```

```
library(RColorBrewer)
api_key <- "8jZnFpi5LCq9WiuGGNCRqePpI"</pre>
api_secret <- "NZPOlq91T5cl21bhAdTWMzLPGrVJSmAAptKRyNrbzSxHOGyiIi"</pre>
access_token <- "321852916-jhSeZgq948vcNUEW190hHajh53La8cYhcn8yYqb3"
access_token_secret <- "pYlobWYfFbDgNu2acYbVBsKvI5xVlcbqzg13z7DunkI2n"</pre>
setup_twitter_oauth(api_key, api_secret, access_token, access_token_secret)
## [1] "Using direct authentication"
## Warning in strptime(x, fmt, tz = "GMT"): unknown timezone 'default/America/
## New_York'
###Data for League of Legends
league <- searchTwitter("'League of Legends' OR #leagueoflegends", n = 2000, lang="en", since="2016-12-</pre>
league_df <- twListToDF(league)</pre>
###Data for Heroes of the Storm
heroes <- searchTwitter("'Heroes of the Storm' OR #heroesofthestorm", n = 2000, lang="en", since="2016-
heroes_df <- twListToDF(heroes)
league_df$text<-iconv(league_df$text, from = "latin1", to = "ASCII", sub="")</pre>
league_df$text<-gsub('http\\S+\\s*', '', league_df$text)</pre>
league_df$tweetid <- c(1:nrow(league_df))</pre>
write.csv(league_df,"league_df.csv")
heroes_df$text<-iconv(heroes_df$text, from = "latin1", to = "ASCII", sub="")
heroes_df$text<-gsub('http\\S+\\s*', '', heroes_df$text)
heroes_df$tweetid <- c(1:nrow(heroes_df))
write.csv(heroes_df, "heroes_df.csv")
league_text <- read.csv("league_df.csv")</pre>
league_text <- select(league_text, tweetid, text)</pre>
league_text$text <- str_replace_all(league_text$text, "0", "")</pre>
heroes_text <- read.csv("heroes_df.csv")
heroes text <- select(heroes text, tweetid, text)
heroes_text$text <- str_replace_all(heroes_text$text, "@", "")
```

===Sentiment===

From the sentiment analysis we can directly observe the most frequent words used in the Tweets we choose, and the positive and negative sentiments of those words.

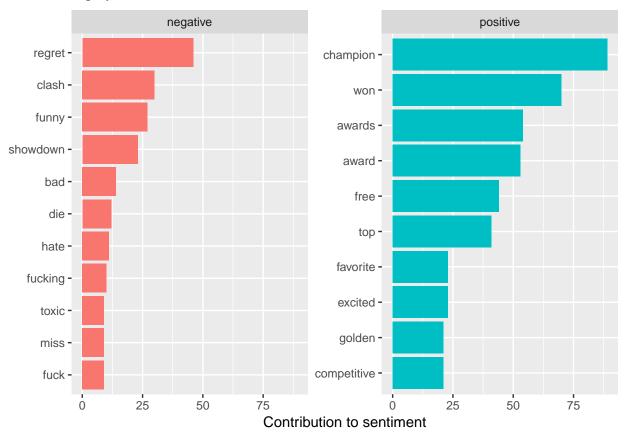
Sentiment Analysis for League of Legends

```
league_text <- data.frame(lapply(league_text, as.character), stringsAsFactors=FALSE)
league_text <- data_frame(line = league_text$tweetid, text = league_text$text)</pre>
```

```
league_text <- league_text %>%
  unnest_tokens(word, text)
data(stop_words)
league_text <- league_text %>%
 anti_join(stop_words)
## Joining, by = "word"
league_text %>%
  count(word, sort = TRUE)
## # A tibble: 3,002 x 2
##
          word
##
         <chr> <int>
## 1
        league 1665
## 2
       legends 1643
## 3
            rt
                 601
## 4
       youtube
                413
## 5
        video
                 254
## 6
          live 171
## 7
          game 162
## 8 streaming 136
## 9
       playing
                 133
## 10
                 133
        twitch
## # ... with 2,992 more rows
nrcjoy <- get_sentiments("nrc") %>%
 filter(sentiment == "joy")
league_text_sentiment_stat <- league_text %>%
  inner_join(nrcjoy) %>%
 count(word, sort = TRUE)
## Joining, by = "word"
league_text$line <- as.numeric(league_text$line)</pre>
bing_word_counts_league <- league_text %>%
  inner_join(get_sentiments("bing")) %>%
  count(word, sentiment, sort = TRUE) %>%
  ungroup()
## Joining, by = "word"
bing_word_counts_league
## # A tibble: 287 x 3
##
         word sentiment
                            n
##
        <chr> <chr> <int>
## 1 champion positive
                          89
## 2
                           70
         won positive
## 3 awards positive
                          54
## 4 award positive
                           53
## 5
                           46
       regret negative
## 6
         free positive
                           44
```

```
##
           top positive
                            41
##
        clash negative
                            30
##
        funny negative
                            27
## 10 excited positive
## # ... with 277 more rows
bing_word_counts_league %>%
  group_by(sentiment) %>%
  top_n(10) %>%
  ungroup() %>%
  mutate(word = reorder(word, n)) %>%
  ggplot(aes(word, n, fill = sentiment)) +
  geom_col(show.legend = FALSE) +
 facet_wrap(~sentiment, scales = "free_y") +
 labs(y = "Contribution to sentiment",
      x = NULL) +
  coord_flip()
```

Selecting by n



saveRDS(bing_word_counts_league,"bing_word_counts_league.rds")

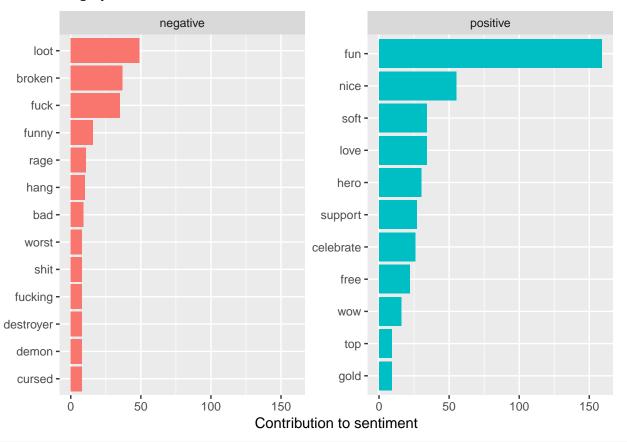
Sentiment Analysis for Heroes of the Storm

```
heroes_text <- data.frame(lapply(heroes_text, as.character), stringsAsFactors=FALSE)
```

```
heroes_text <- data_frame(line = heroes_text$tweetid, text = heroes_text$text)
heroes_text <- heroes_text %>%
  unnest_tokens(word, text)
data(stop_words)
heroes_text <- heroes_text %>%
 anti_join(stop_words)
## Joining, by = "word"
heroes text %>%
 count(word, sort = TRUE)
## # A tibble: 2,480 x 2
##
        word
##
       <chr> <int>
## 1 heroes 1497
      storm 1417
## 3
              712
         rt
## 4
         lil
               576
## 5
              490
       patch
## 6 youtube
              413
## 7
              255
       video
## 8
       event
              242
## 9
              241
       skins
## 10 junkrat
               230
## # ... with 2,470 more rows
nrcjoy <- get_sentiments("nrc") %>%
 filter(sentiment == "joy")
heroes_text_sentiment_stat <- heroes_text %>%
  inner_join(nrcjoy) %>%
 count(word, sort = TRUE)
## Joining, by = "word"
heroes_text$line <- as.numeric(heroes_text$line)
bing_word_counts_heroes <- heroes_text %>%
  inner_join(get_sentiments("bing")) %>%
  count(word, sentiment, sort = TRUE) %>%
  ungroup()
## Joining, by = "word"
bing_word_counts_heroes
## # A tibble: 243 x 3
         word sentiment
##
         <chr> <chr> <int>
## 1
          fun positive 159
## 2
        nice positive
                          55
## 3
         loot negative
                          49
## 4
                            37
        broken negative
## 5
        fuck negative
                            35
```

```
##
           love positive
                              34
##
    7
                              34
           soft
                 positive
                 positive
##
           hero
                              30
##
    9
        support
                              27
                 positive
## 10 celebrate
                 positive
                              26
     ... with 233 more rows
bing_word_counts_heroes %>%
  group_by(sentiment) %>%
  top_n(10) %>%
  ungroup() %>%
  mutate(word = reorder(word, n)) %>%
  ggplot(aes(word, n, fill = sentiment)) +
  geom_col(show.legend = FALSE) +
  facet_wrap(~sentiment, scales = "free_y") +
  labs(y = "Contribution to sentiment",
       x = NULL) +
  coord_flip()
```

Selecting by n



saveRDS(bing_word_counts_heroes, "bing_word_counts_heroes.rds")

===Word Cloud===

From the word cloud, we can divide words into positive (Blue) and negative (Red) categories. And the larger the size, the bolder the font, the more frequently that word is observed.

Word Cloud League

```
league_text %>%
anti_join(stop_words) %>%
count(word) %>%
with(wordcloud(word, n, max.words = 60))

## Joining, by = "word"

## Joining, by = "word"

| Word | Jasus_rog | Joining | Joini
```

negative



positive

```
saveRDS(league_text,"league_text.rds")
```

Word Cloud Heroes

```
heroes_text %>%
  anti_join(stop_words) %>%
  count(word) %>%
  with(wordcloud(word, n, max.words = 60))
```

```
gameplay

gameplay

playable
connects
update
brings t 2018 animated
map servived live blizzard 2017 winter
loudwindow video video patch's playing bes not spotlight of fuck playing veil eyent league pocketnoodbroken twitch

Storm

youtube patchshort
blizzheroes

patch's playing bes not spotlight of fuck playing bes not spotlight of fuck patch short blizzheroes

Storm

patch's playing bes not spotlight of fuck playing bes not spotlight of fuck patch short blizzheroes

patch's playing bes not spotlight of fuck patch short blizzheroes

patch's playing bes not spotlight of fuck patch short blizzheroes

patch short blizzheroes

patch short playing bes not short blizzheroes

patch short blizzheroes
```

Joining, by = "word"

negative



positive

saveRDS(heroes_text, "heroes_text.rds")

===MAP===

```
##requestURL <- "https://api.twitter.com/oauth/request_token"
##accessURL <- "https://api.twitter.com/oauth/access_token"
##authURL <- "https://api.twitter.com/oauth/authorize"
##consumerKey <- "LFNRqX5i1PkB69SjEEncXWloq"
##consumerSecret <- "4sDHqY6aLm7PRfJLxpq6GsWqphZxzX3dXLjssSLXYh08wPwL3F"</pre>
```

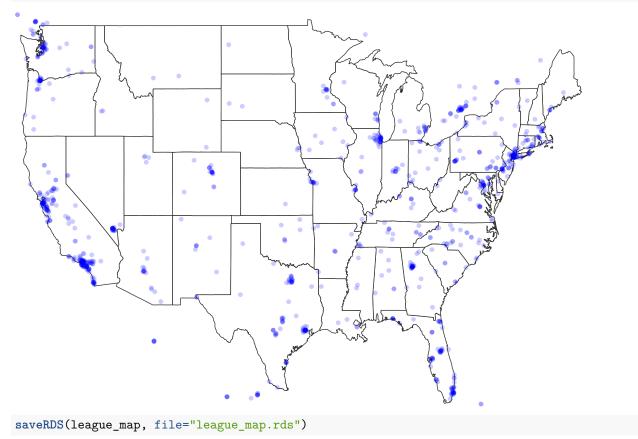
```
##my_oauth <- OAuthFactory$new(consumerKey = consumerKey, consumerSecret = consumerSecret,
## requestURL = requestURL, accessURL = accessURL, authURL = authURL)
##my_oauth$handshake(cainfo = system.file("CurlSSL", "cacert.pem", package = "RCurl"))
##save(my_oauth, file = "my_oauth.Rdata")</pre>
```

Google allows only 2500 requests per day for geocode, these two maps are not comprehensive. However, these maps provide a general overview of the locations Leagues of Legends & Heroes of the Storm. From the map, we observe that Tweets are mainly located at West Coast, Great Boston and New York Area, Chicago, and Texas. These regions have a lot of colleges, which represents the fact that the players are mainly college students. Other than these regions, Tweets are observed all over the USA, which means that the two games are both popular over the country.

Map for League

```
load("my_oauth.Rdata")
##map
filterStream("league map setup.json",
             track=c("'League of Legends' OR #leagueoflegends"),
             locations = c(-125, 25, -66, 50),
             timeout=200, oauth=my_oauth)
## Capturing tweets...
## Connection to Twitter stream was closed after 200 seconds with up to 6219 tweets downloaded.
league_map_setup<-parseTweets("league_map_setup.json", verbose = TRUE)</pre>
## 9257 tweets have been parsed.
ck1 <- sum(league_map_setup$lat>0, na.rm = TRUE)
ck2 <- sum(league_map_setup$place_lat>0, na.rm = TRUE)
ck3 <- sum(!is.na(league_map_setup$location))</pre>
map.data <- map_data("state")</pre>
##
## Attaching package: 'maps'
## The following object is masked from 'package:purrr':
##
##
       map
league_map <- data.frame(x = as.numeric(league_map_setup$lon),</pre>
                       y = as.numeric(league_map_setup$lat))
league_map <- league_map[league_map$y > 25, ]
league_map<-filter(league_map,y>19&y<65,x>(-161.7)&x<(-68.01))
ggplot(map.data) +
  geom map(aes(map id = region),
           map = map.data,
           fill = "white",
           color = "grey20", size = 0.25) +
  expand_limits(x = map.data$long, y = map.data$lat) +
  theme(axis.line = element_blank(),
        axis.text = element_blank(),
```

```
axis.ticks = element_blank(),
axis.title = element_blank(),
panel.background = element_blank(),
panel.border = element_blank(),
panel.grid.major = element_blank(),
plot.background = element_blank(),
plot.margin = unit(0 * c( -1.5, -1.5, -1.5, -1.5), "lines")) +
geom_point(data = league_map,
aes(x = x, y = y), size = 1,
alpha = 1/5, color = "blue")
```



Map of Heroes

Capturing tweets...

Connection to Twitter stream was closed after 200 seconds with up to 6356 tweets downloaded.

```
heroes_map_setup<-parseTweets("heroes_map_setup.json", verbose = TRUE)
## 8132 tweets have been parsed.
ck1 <- sum(heroes_map_setup$lat>0, na.rm = TRUE)
ck2 <- sum(heroes_map_setup$place_lat>0, na.rm = TRUE)
ck3 <- sum(!is.na(heroes_map_setup$location))</pre>
map.data <- map_data("state")</pre>
heroes_map <- data.frame(x = as.numeric(heroes_map_setup$lon),
                         y = as.numeric(heroes_map_setup$lat))
heroes_map <- heroes_map[heroes_map$y > 25, ]
heroes_map<-filter(heroes_map,y>19&y<65,x>(-161.7)&x<(-68.01))
ggplot(map.data) +
  geom_map(aes(map_id = region),
           map = map.data,
           fill = "white",
           color = "grey20", size = 0.25) +
  expand limits(x = map.data$long, y = map.data$lat) +
  theme(axis.line = element_blank(),
        axis.text = element_blank(),
       axis.ticks = element_blank(),
```

plot.margin = unit(0 * c(-1.5, -1.5, -1.5, -1.5), "lines")) +

axis.title = element_blank(),

geom_point(data = heroes_map,

panel.background = element_blank(),
panel.border = element_blank(),
panel.grid.major = element_blank(),
plot.background = element_blank(),

aes(x = x, y = y), size = 1,
alpha = 1/5, color = "red")

