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| **Data Extraction Form** | | | | | | | | | | | | | | | | | | | | | | | |
| **Title** | An empirical study of game reviews on the Steam platform | | | | | | | | | | **Authors(s)** | | Dayi Lin, Cor-Paul Bezemer, Ying Zou, Ahmed E. Hassan | | | | | | | | | | |
| **Year** | 2018 | | | | | | | | | | **Venue** | | * **Journal** | | * Conference | | | | | * Other \_\_\_\_\_\_\_\_\_\_ | | | |
| **Quality Assessment criteria** | | | | * **QC1** | | | | * **QC2** | | | | | * **QC3** | | * QC4 | | | | | * QC5 | | | * **QC6** |
| **Inclusion Criteria** | | | | * IC1 | | | | * **IC2** | | | | | * **IC3** | | | * **IC4** | | | | * IC5 | | | |
| **Exclusion Criteria** | | | | * EC1 | | | * EC2 | | * EC3 | | | | * EC4 | * EC5 | | | | | * EC6 | | * EC7 | | |
| **Approach Used**   * Supervised Machine Learning algorithms * Unsupervised Machine Learning algorithms * Natural language processing * Deep Learning algorithms (sentiment analysis techniques) * Data mining based techniques * **Statistical Method(Wilcoxon signed rank test )** * **Crawler (Customized crawler)** * Other | | | | | | | | | | **Type of Solution** | | | | | | | | **Yes** | | **No** | | **Unclear** | |
| Novel Technique (Method, Tool, Technique) | | | | | | | | Check mark, Wingdings font, character code 252 decimal. | |  | |  | |
| Evaluation of existing techniques  (Evaluation framework, tool, platform) | | | | | | | | Check mark, Wingdings font, character code 252 decimal. | |  | |  | |
| Supporting techniques | | | | | | | | Check mark, Wingdings font, character code 252 decimal. | |  | |  | |
| **Review dataset** | | **Total number of apps** | | | | 6224 | | | | **Evaluation Metric Used** | | | | | | | | Precision and recall | | | | | |
| **Total number of crawled reviews** | | | | N/A | | | |
| **Year** | | | | 2018 | | | |
| **Research Type Facet**   * Validation Research * **Evaluation Research** * **Solution Proposal** * Philosophical Papers * Opinion Papers * Experience Papers | | | | | **Solution Type**   * **Single** * Hybrid/Integrated | | | | | | | **Contribution**   * Technique * Tool * Comparison * Model * Framework * Prototype * **Taxonomy** | | | | | **Evaluation Strategy**   * **Case Study** | | | | | | |
| **Features used**   * Categorical * Textual * **Both**. | | | | | | |
| **Factors Considered** | | | Similarity check between game reviews characteristics with mobile app reviews characteristics, Reviews contain valuable information like complaints and bugs, impact of game characteristics on the number of reviews, how long player play game before posting a bug, players write longer review for the game they paid, early access game reviews are slightly longer than non-early access reviews | | | | | | | | | | | | | | | | | | | | | |
| **Notes** | | |  | | | | | | | | | | | | | | | | | | | | | |
| **Limitations** | | | * Case study which is limited to check similarities between gaming reviews and mobile app reviews * Only collected one month of reviews that have an accurate number of playing hours * No relevant work on bugs identification from reviews | | | | | | | | | | | | | | | | | | | | | |
| **Description / Summary** | | | This study performs an empirical study of the reviews of 6224 games on the Steam platform, one of the most popular digital game delivery platforms, to better understand if game reviews share similar characteristics with mobile app reviews, and thereby understand whether the conclusions and tools from mobile app review studies can be leveraged by game developers. In addition, new insights from game reviews could possibly open up new research directions for research of mobile app reviews. | | | | | | | | | | | | | | | | | | | | | |