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| **Data Extraction Form** | | | | | | | | | | | | | | | | | | | | | | | |
| **Title** | Stratify Mobile App Reviews: E-LDA Model Based on Hot “Entity” Discovery | | | | | | | | | | **Authors(s)** | | Yuandong Liu, Yanwei Li, Yanhui Guo, Miao Zhang | | | | | | | | | | |
| **Year** | 2016 | | | | | | | | | | **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 **(SAR(Stratify app model) model)** * Unsupervised Machine Learning algorithms * **Natural language processing** * Deep Learning algorithms * Data mining based techniques * Statistical Method Tool * 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** | | | | 6 Apps (Virtual table tennis, bubble shooter, Quota, Tumblr, YouTube, Speaker Boost) | | | | **Evaluation Method Used** | | | | | | | | Evaluation based on topic distribution and the evaluation based on perplexity result | | | | | |
| **Total number of crawled reviews** | | | | Game(285,091),Social(21,773,29),Media(11,646,981) | | | |
| **Year** | | | | 2016 | | | |
| **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**   * **Survey** | | | | | | |
| **Features used**   * Categorical * **Textual** * Both | | | | | | |
| **Factors Considered** | | | Grouping of reviews based on user concerns, user general sentiment on each entity, user review classification | | | | | | | | | | | | | | | | | | | | |
| **Notes** | | |  | | | | | | | | | | | | | | | | | | | | |
| **Limitations** | | | * Sentiment analysis of bugs only * No classification and categorization of bugs | | | | | | | | | | | | | | | | | | | | |
| **Description / Summary** | | | SAR model that had proposed has three components: hot entity discovery from raw app reviews, a model grouping reviews into  a stratified structure, and a mixed sentiment computing method for review entity. As a result, this study focus on the related work discussion in three areas: information extraction from app reviews, user reviews classification, as well as sentiment analysis on text. | | | | | | | | | | | | | | | | | | | | |