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| **Data Extraction Form** | | | | | | | | | | | | | | | | | | | | | | | |
| **Title** | What Went Wrong: A Taxonomy of Video Game Bugs | | | | | | | | | | **Authors(s)** | | Chris Lewis, Jim Whitehead, Noah Wardrip-Fruin | | | | | | | | | | |
| **Year** | 2010 | | | | | | | | | | **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 * Data mining based techniques * Statistical Method Tool * **Other(divide-and-conquer)** | | | | | | | | | | **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** | | | | YouTube | | | | **Evaluation Metric Used** | | | | | | | | N/A | | | | | |
| **Total number of crawled reviews** | | | | YouTube videos as dataset | | | |
| **Year** | | | | 2010 | | | |
| **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** | | | Possible failures in games and division in temporal and non-temporal failures, categorization of bugs | | | | | | | | | | | | | | | | | | | | |
| **Notes** | | |  | | | | | | | | | | | | | | | | | | | | |
| **Limitations** | | | * Specific bugs categories and its classification * No automated method to classify the bugs | | | | | | | | | | | | | | | | | | | | |
| **Description / Summary** | | | Presented a taxonomy of possible failures, divided into temporal and non-temporal failures. The taxonomy can guide the thinking of designers and testers alike, helping them expose bugs in the game. This will lead to games being better tested and designed, with fewer failures when released. This paper has discussed a separation between game design specification and implementation. They have considered other taxonomies too which include Bezier taxonomy. Bainbridge also have previously classified the video games glitches. This study has divided the implementation failure to temporal and non-temporal failures. Which categorized the bugs. This taxonomy improves the effectiveness of pre-release testing, but it creates the vital groundwork to allow validation of exciting new research in video game failure reduction. | | | | | | | | | | | | | | | | | | | | |