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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**   * 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. | | | | | | | | | | **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 Method Used** | | | | | | | | An empirical study of the game reviews | | | | | |
| **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** * Controlled Experiment * **Survey** * Questionnaire | | | | | | |
| **Features used**   * Categorical * Textual * **Both**. | | | | | | |
| **Factors Considered** | | | Numbers and complexity of reviews | | | | | | | | | | | | | | | | | | | | | |
| **Notes** | | |  | | | | | | | | | | | | | | | | | | | | | |
| **Limitations** | | | * studied reviews that were written in English for the research questions that involve the contents of reviews. * Only collected one month of reviews that have an accurate number of playing hours | | | | | | | | | | | | | | | | | | | | | |
| **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. | | | | | | | | | | | | | | | | | | | | | |