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| **Data Extraction Form** | | | | | | | | | | | | | | | | | | | | | | | |
| **Title** | Comprehensive review and classification of game analytics | | | | | | | | | | **Authors(s)** | | Yanhui Su, Per Backlund, Henrik Engström | | | | | | | | | | |
| **Year** | 2021 | | | | | | | | | | **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**   * Proposed an approach which uses a random forest classifier to rank gameplay videos based on their likelihood of being a bug video | | | | | | | | | | **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** | | | | 1400 Game Play Videos | | | | **Evaluation Method Used** | | | | | | | | Random forest classifier | | | | | |
| **Total number of crawled reviews** | | | | Labeled dataset of 96 videos | | | |
| **Year** | | | | 2019 | | | |
| **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** | | | Game play videos | | | | | | | | | | | | | | | | | | | | |
| **Notes** | | |  | | | | | | | | | | | | | | | | | | | | |
| **Limitations** | | | * Only collected videos that are explicitly linked to specific games, on both the Steam platform, and YouTube * They manually verified whether a gameplay video is a bug video, for a total of 1,496 gameplay videos | | | | | | | | | | | | | | | | | | | | |
| **Description / Summary** | | | They have studied the number of gameplay videos on steam platform. They proposed an approach which uses a random forest classifier to rank gameplay videos based on their likelihood of being a bug video. Our proposed approach achieves a precision that is 43% higher than that of the naive keyword searching approach on a manually labelled dataset of 96 videos. | | | | | | | | | | | | | | | | | | | | |