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| **Data Extraction Form** | | | | | | | | | | | | | | | | | | | | | | | |
| **Title** | Automated Bugs Identification through early access game review (EAGR) analytics On game distribution platforms | | | | | | | | | **Actor(s)** | | |  | | | | | | | | | | |
| **Year** |  | | | | | | | | | **Venue** | | | * Journal | | | * Conference | | | | | | * Other \_\_\_\_\_\_\_\_\_\_ | |
| **Research Question** | | | | * RQ1 | | | | * RQ2 | | | | | | * RQ3 | | | | | | * RQ4 | | | |
| **Inclusion Criteria** | | | | * IC1 | | | | * IC2 | | | | | | * IC3 | | | | | | * IC4 | | | |
| **Exclusion Criteria** | | | | * EC1 | | | * EC2 | | * EC3 | | | | * EC4 | | * EC5 | | | | * EC6 | | | | * EC7 |
| **Approach Used**   * Supervised Machine Learning algorithms * Unsupervised Machine Learning algorithms * Natural language processing * Optimization-based approaches * Deep Learning algorithms * Feature reduction algorithms * Data mining based techniques * Recommendation algorithms * Multi criteria decision making algorithms * Other | | | | | | | | | | | | **Type of Solution** | | | | | | **Yes** | | | **No** | | **Unclear** |
| Novel Technique (Method, Tool, Technique) | | | | | |  | | |  | |  |
| Evaluation of existing techniques  (Evaluation framework, tool, platform) | | | | | |  | | |  | |  |
| Supporting techniques | | | | | |  | | |  | |  |
| **Data Set Used** | | **Name** | | | |  | | | | | | **Evaluation Metrics Used** | | | | | |  | | | | | |
| **Size** | | | |  | | | | | |
| **Year** | | | |  | | | | | |
| **Number of Bugs Reports** | | | |  | | | | | |
| **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** | | |  | | | | | | | | | | | | | | | | | | | | | |
| **Notes** | | |  | | | | | | | | | | | | | | | | | | | | | |
| **Limitations** | | |  | | | | | | | | | | | | | | | | | | | | | |
| **Description / Summary** | | | Sltm , recorant neural network, deep learning | | | | | | | | | | | | | | | | | | | | | |