

SenVoix Documentation:

SenVoix is an application which can be used to get players satisfaction of games using a binary contextual sentiment analysis. In this application a supervised neural approach was used to classify reviews.

The model which used to classify reviews is a transformer-based architecture model. It uses google BERT to get contextualized word embeddings of the reviews. To make this application more robust RNN and CNN layers were added on top of BERT layer.

The steam API was used to retrieve reviews from the STEAM store. You can get reviews of any games that are currently available in STEAM store.

'https://store.steampowered.com/appreviews/appID'

Using this API we can get reviews of any game. All you have to do is add the specific game id which can be taken from the steam store to the API.

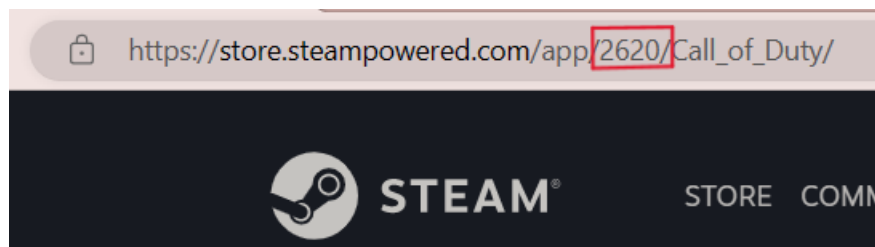


Figure 1: Steam ID for games

In the react application all you have to do is get the image on specific game and add another card with the title name and specific game ID, so that it will be displayed on the front end. An example is provided in below image.

```
<m.div
  whileHover={{ scale: 1.1 }}
  transition={{ type: "spring", stiffness: 400, damping: 10 }}
>
  <GameCard tittle={'COD: MW II'} img={COD} id={'1938090'}/>
</m.div>
```

