

Where we are

M1 Dataset with Steam Games' data Data analysis and cleanup Enrichment with Wikipedia description M2 Indexing in Apache Solr Small textual fields with stemming and phoneme injection Long textual fields with synonyms, stemming, stop word removal evaluation Querying in Apache Solr eDisMax queries exploring field boosts, fuzziness... **M3** Enrichment with extracted entities' Wikipedia description Use of Solr's More Like This feature based on textual fields. evaluation Using query style as a signal to modify the boost function Wrapping it up in a friendly command line interface

Entity Exploration

- WikiData
 - People
 - Locations
 - Organizations

Example:

Counter-Strike (2000)

- Counter-Strike: Source
- Jess "Cliffe" Cliffe
- Minh
- Ritual Entertainment
- Counter-Strike Nexon: Studio
- Counter-Strike Neo
- Valve

- Counter-Strike: Condition Zero
- Hidden Path Entertainment
- Xbox 360
- the Counter-Strike Online
- Half-Life
- Turtle Rock Studios

More Like This

- WikiData
- PromotionalDescription
- EntityWikiData

Example:

Counter-Strike (2000)

- Counter-Strike: Source
- Counter-Strike: Condition Zero
- Strike Suit Zero
- Counter-Strike: Global Offensive
- Bang Bang Racing
- Pineapple Smash Crew
- Commandos: Behind Enemy Lines

- Catch a Falling Star
- Sherlock Holmes: The Mystery of the Mummy
- Mimpi

New Signals

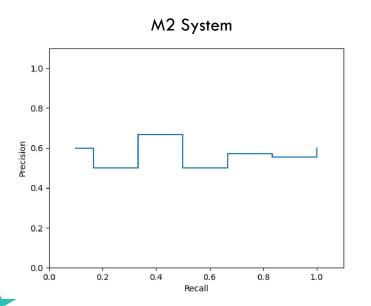
- Query length
 - Longer queries likely to mean more experienced player
 - More experienced players likely to want better-reviewed games
- "Gamer terms" usage
 - Using terms or word groups such as "open world" or "pvp" signal experienced player
 - More experienced players likely to care less about game popularity
- "Gamer mode"
 - 2 or more "gamer terms" employed trigger the "gamer mode"
 - "Gamer mode" switches the query operator to AND

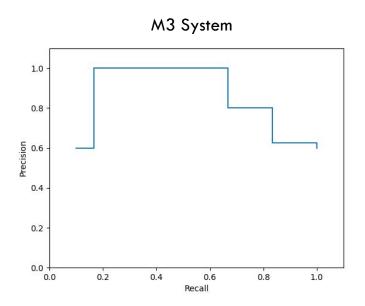
Query	Metacritic bf weight	q.op	First result
shots	0.55	OR	Counter-Strike
shooter	0.65	OR	Counter-Strike
open world shooter	0.85	AND	Call of Duty

CLI Live Demo

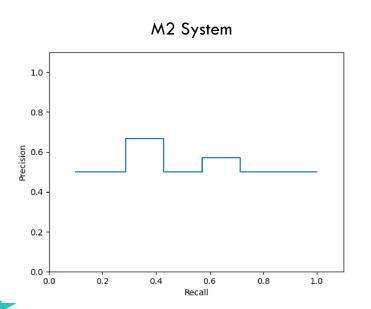


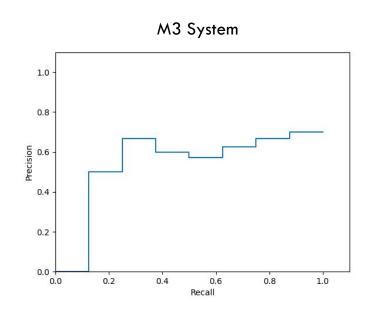
Which are the best games based on Vietnam?





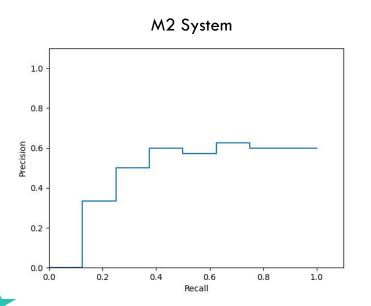
Which are the best games to solve riddles?

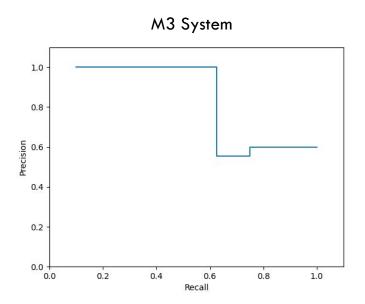






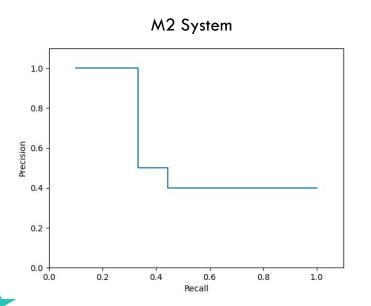
• Which are the best open-world shooter games?

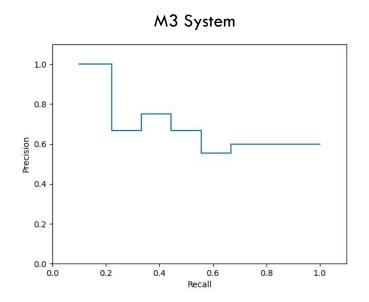






Which are the best magic PvP games?





Conclusions

- More textual data (from entity extraction) enriches the system
- Query signals are not easy
 - Hard to get in the user's head without knowledge of their history
 - Guessing might make the results worse (see M3's opinionated "Gamer mode")
- The search system works, but can be improved
 - Deploying in the real world would give us insights to improve the system
 - Improvements can be manual or self-made (e.g. relevance feedback)