

EVE Online Research - Update

1/22/19



Next Approach

Plan #2

- Determine best topic model using only forum posts data
- Trace relative distribution of each topic over time
- Trace positive/negative sentiment over time. Identify correlations between sentiment and topics
- Craft a theory of how topics drive positive sentiment



Things found:

1. Almost all **topics are clear**
2. Mapping the probability shows **clear indication of a relation between events and what forum post topics**
3. There's a story that can be found
4. Sentimental Analysis are sound

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0 0.31762 csm fffd players eve game player vote ccp community highsec content null space ganking war member candidate sov groups questions
1 0.32874 afk null nullsec drones plex bots bot drone incursion fffd cloaked mittani cloaking botting parents cloaky bonus nerf cap cloakars
2 0.37767 nerf ships support speed mission signed missions damage drones ship missiles range corp issue skills bonus nano corps skill mining
3 1.02729 system people jump game it's space point sov fleet systems fight players ships time player don't capital play ccp ship
4 0.06288 alliance signed support bob corp pos mission supported exploit skill missiles rules corps macro petition lag issler erik queue empire
5 0.13989 vote csm candidates jade council candidate votes goons voting elected question issue chair issues voted campaign questions election alliances goon
6 0.99457 ship ships system mining local don't pvp thread it's idea war corp people warp simply issue concord player fleet active
7 0.19836 spam evemail stop implants fffd titans ugutsumen bounty fleet proposal titan insurance super null majority nullsec wormhole object speak learning
8 1.03984 ccp it's don't time skills you're agree players eve skill people can't back i'm love lowsec thing game didn't that's
9 1.21552 game eve people make i'm good things time alliance work part post ccp i've corp feel support lot made pvp
10 1.14288 make sec time idea game high don't low isk space good players faction pos missions give ship market it's people
11 0.2252 plex eve game ccp items buy cosmetic money pay isk incarna players character vanity remap cash play price market skills
12 0.10952 fleet ehp pvp vote trolling lag bridges dps proposal csm blob range incarna ganking candidate candidates low gallente troll tracking
13 0.52641 csm ccp issues issue thread idea support supported don't forum learning meeting player list it's threads simply give assembly raised
14 0.34186 supported damage bonus ship range ships drones support dps cap drone shield proposal insurance tank fit signed tracking armor bonuses

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Topic Modeling: Used Mallet instead of RStudio Library LDA

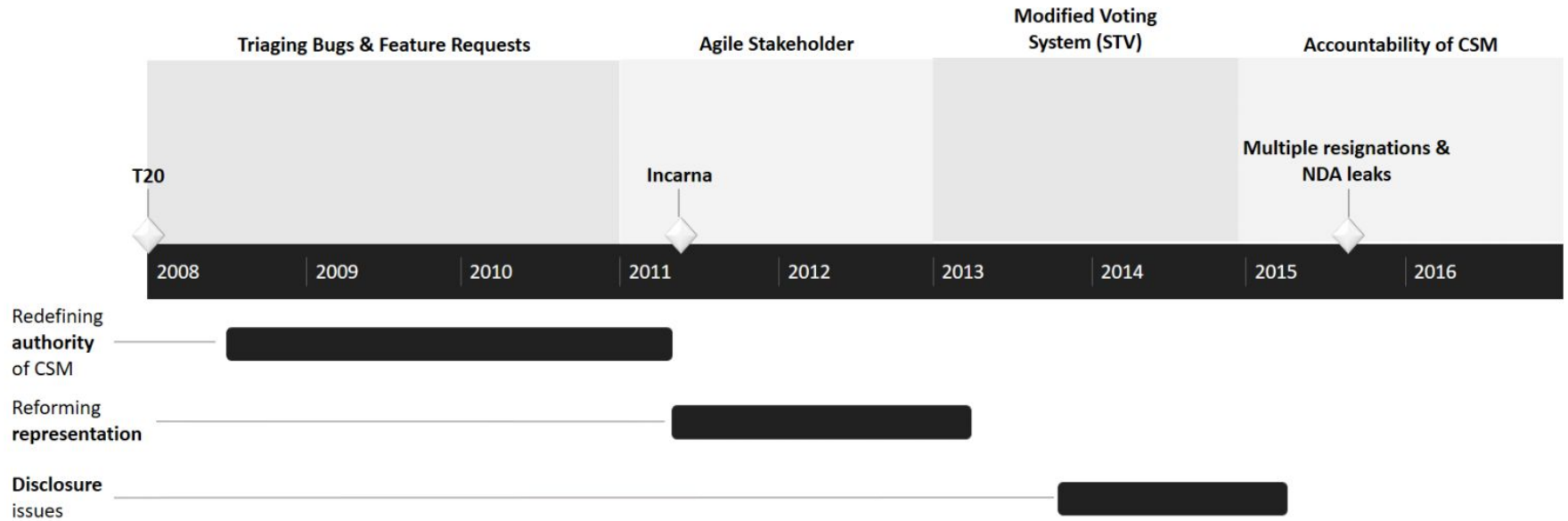
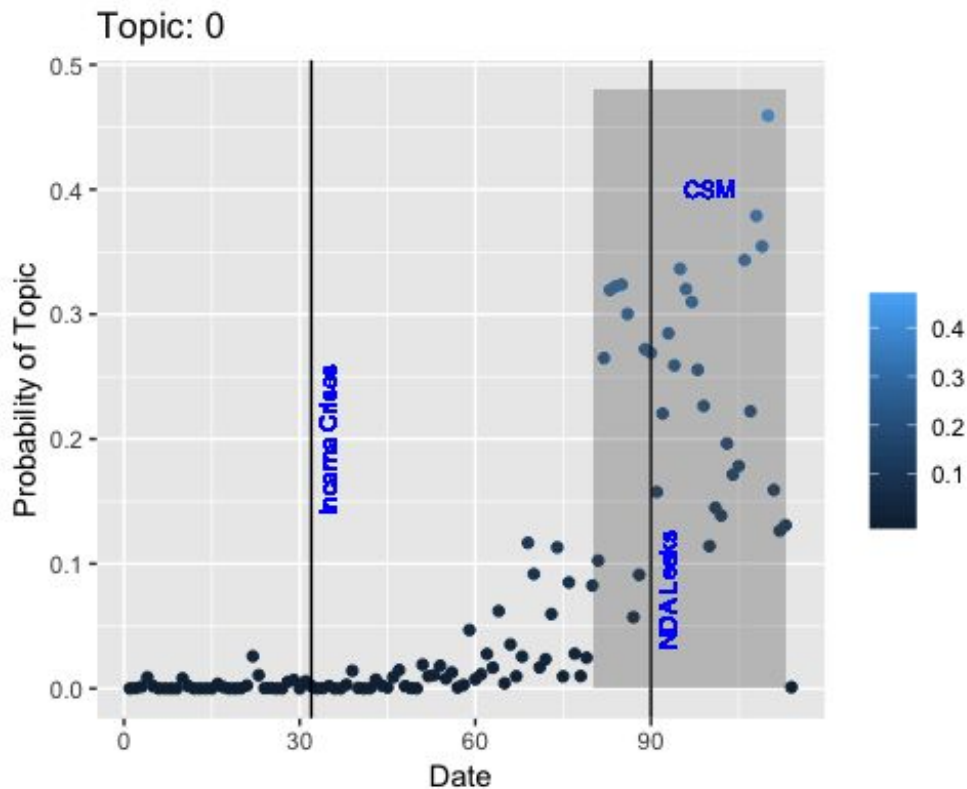


Figure 3: CSM Timeline

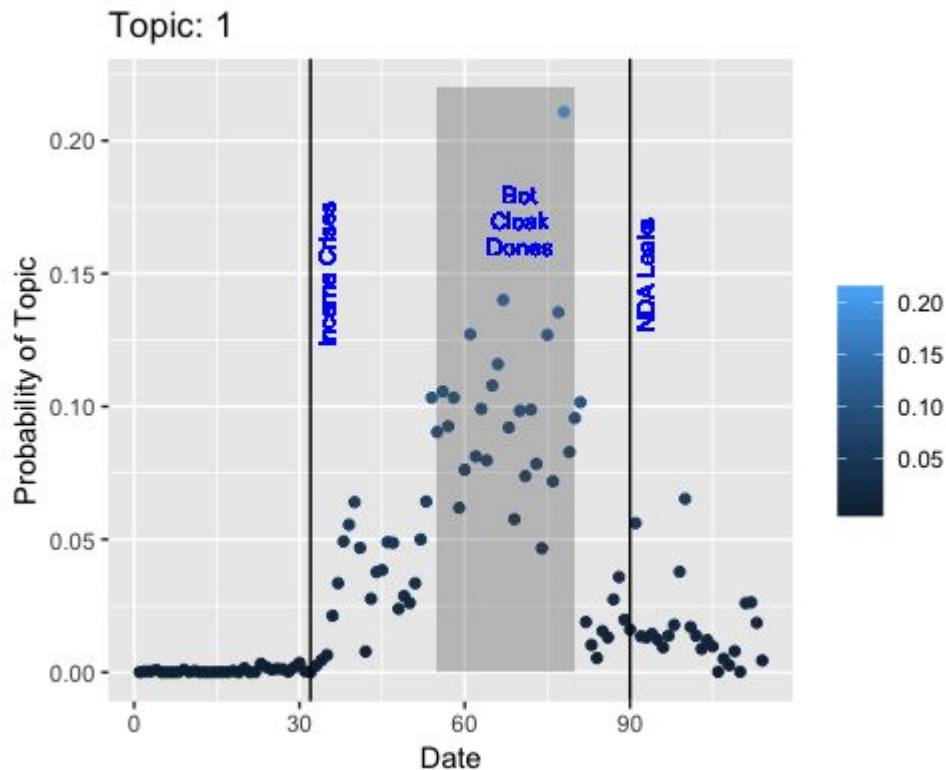
I used the CSM timeline from “EVE ONLINE KNOWLEDGE INTEGRATION IN A VIRTUAL WORLD” to map out significant events



Topics occur around the period “**Accountability of CSM**”

Topic Words

TO
CSM
FFFD
PLAYERS
EVE
GAME
PLAYER
VOTE
CCP
COMMUNITY
HIGHSEC
CONTENT
NULL
SPACE
GANKING
WAR
MEMBER
CANDIDATE
SOY
GROUPS
QUESTIONS

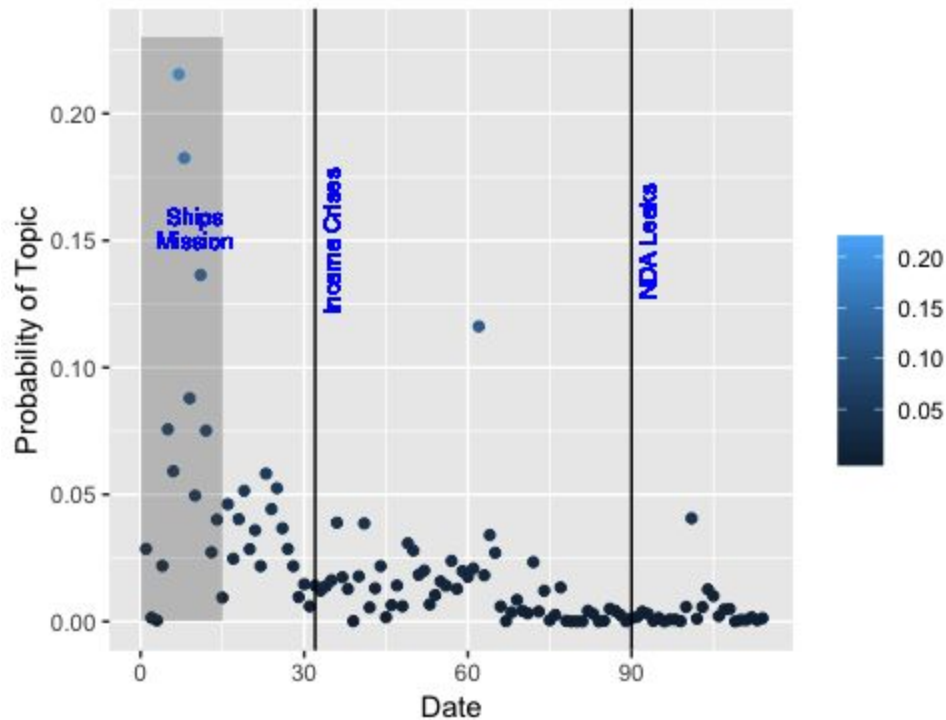


Topic Words

T1
AFK
NULL
NULLSEC
DRONES
PLEX
BOTS
BOT
DRONE
INCURSION
FFFD
CLOAKED
MITTANI
CLOAKING
BOTTING
PARENTS
CLOAKY
BONUS
NERF
CAP
CLOAKERS

Topics are found between **Agile Stakeholder Period** and **Modified Voting System**

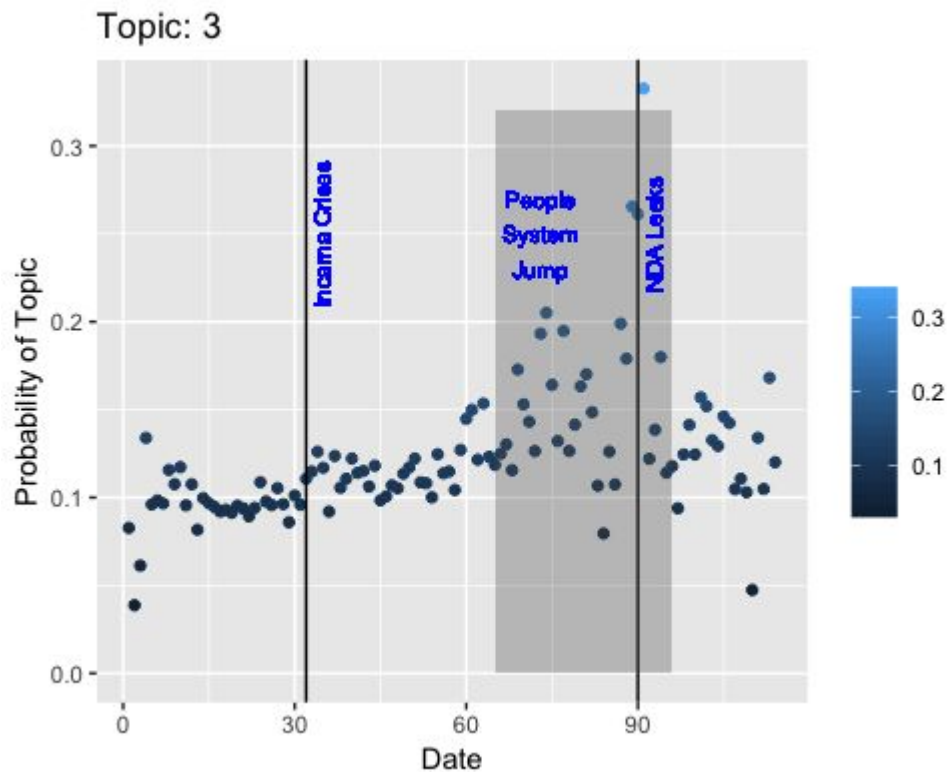
Topic: 2



General talks about “Ships”, “Support”, “Mission”- trend usually found in 2008 - 2009

Topic Words

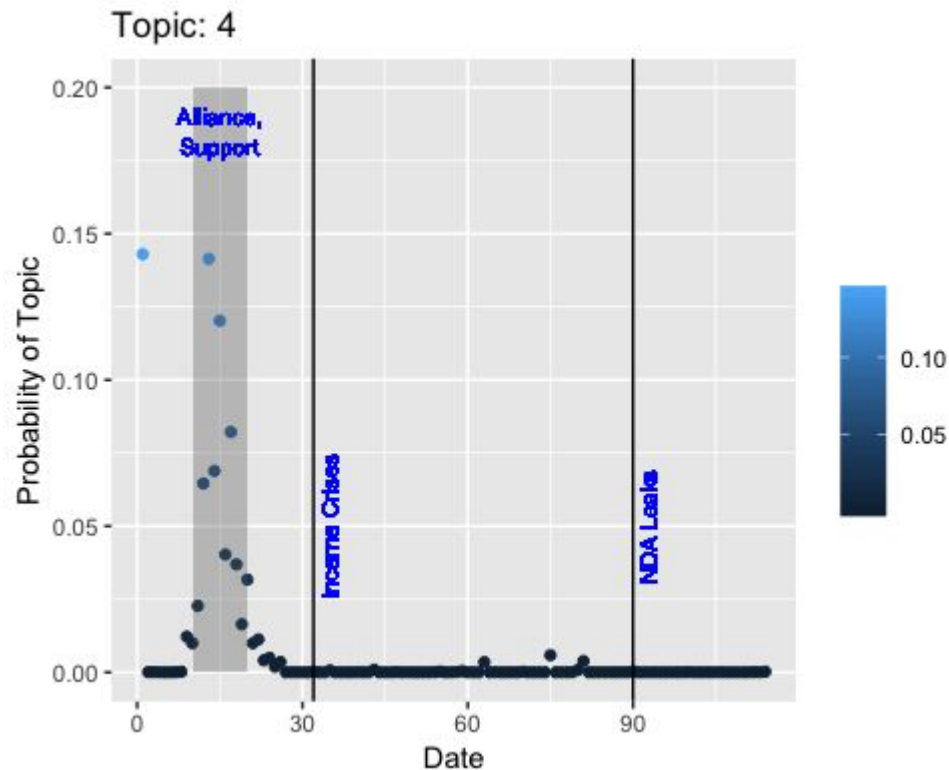
T2
NERF
SHIPS
SUPPORT
SPEED
MISSION
SIGNED
MISSIONS
DAMAGE
DRONES
SHIPS
MISSILES
RANGE
CORP
ISSUE
SKILLS
BONUS
NANO
COPRS
SKILL
MINING



Topic Words

T3
SYSTEM
PEOPLE
JUMP
GAME
IT'S
SPACE
POINT
SOY
FLEET
SYSTEMS
FIGHT
PLAYERS
SHIPS
TIME
PLAYERS
DON'T
CAPITAL
PLAYERS
CCP
SHIP

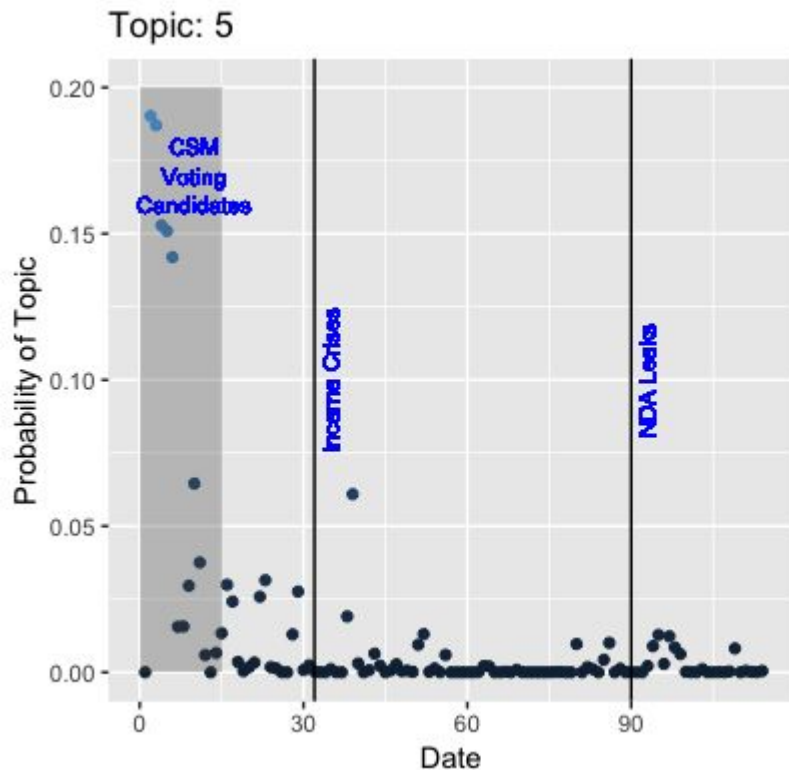
Topics occur during the period of **“Modifying Voting Systems”**



General talks about “alliance”, “support”, “mission” - trend usually found in 2008 - 2009

Topic Words

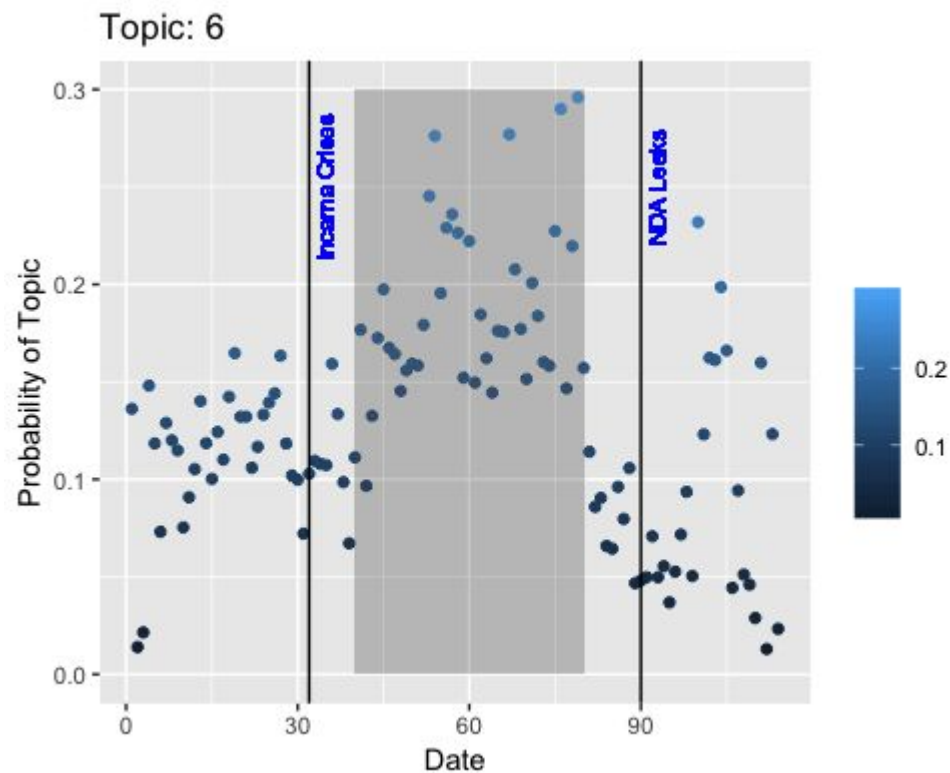
T4
ALLIANCE
SIGNED
SUPPORT
BOB
CORP
POS
MISSION
SUPPORTED
EXPLOIT
SKILL
MISSILES
RULES
CORPS
MACRO
PETITION
LAG
ISSLER
ERIK
QUEUE
EMPIRE



Topic Words

T5
VOTE
CSM
CANDIDATES
JADE
COUNCIL
CANDIDATES
VOTES
GOONES
VOTING
ELECTED
QUESTION
ISSUE
CHAIR
ISSUES
VOTED
CAMPAIGN
QUESTION
ELECTION
ALLIANCES
GOON

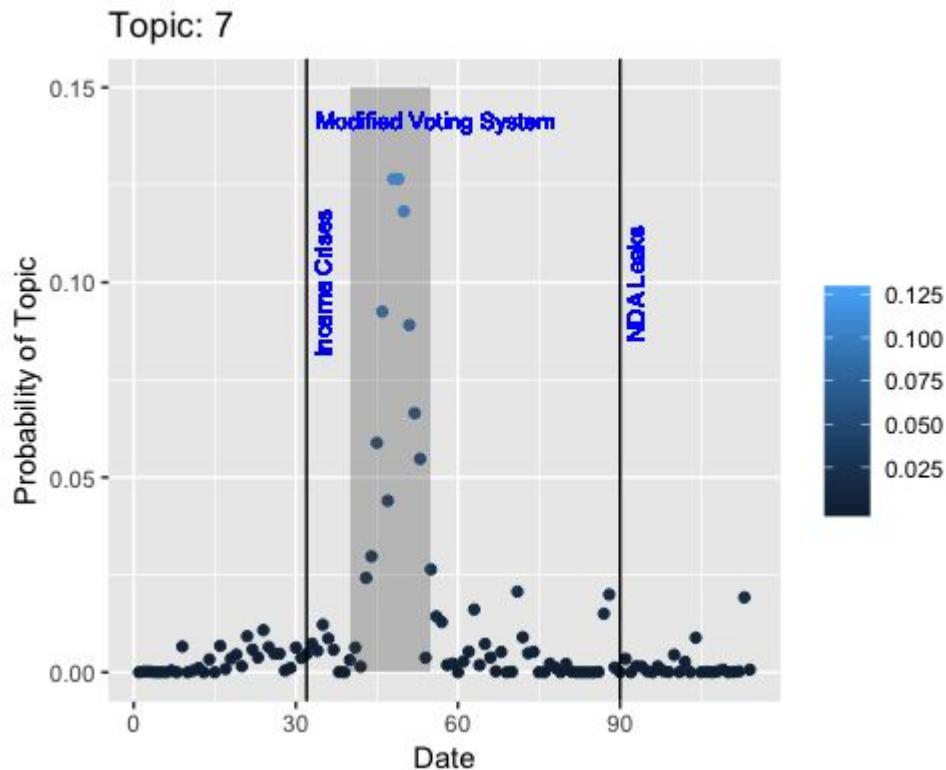
Topics occur around the period **“Triaging Bugs and Feature Requests”**



General talks of ships and war between the major events

Topic Words

T6
SHIP
SHIPS
SYSTEM
MINING
LOCAL
DON'T
PVP
THREAD
IT'S
IDEA
WAR
CORP
PEOPLE
WARP
SIMPLY
ISSUE
CONCORD
PLAYER
FLEET
ACTIVE



Kugutsumen
banned -
hacking issues

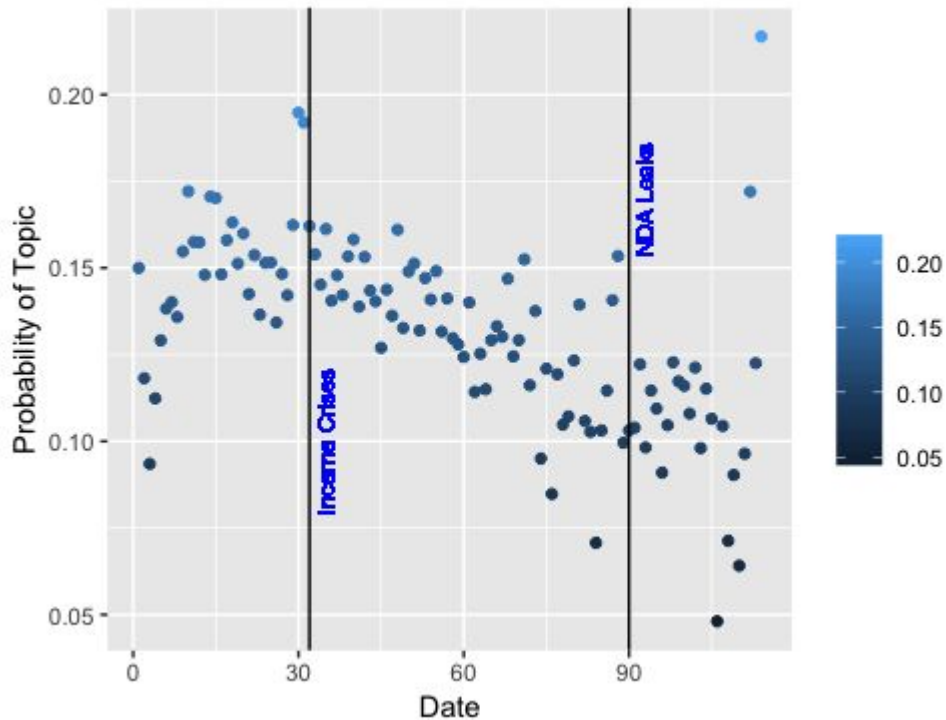
Topic Words

T7

SPAM
EVEMAIL
STOP
IMPLANTS
FFFD
TITANS
KUGUTSUMEN
BOUNTY
FLEET
PROPOSAL
TITANS
INSURANCE
SUPER
NULL
MAJORITY
NULLSEC
WORMHOLE
OBJECT
SPEAK
LEARNING

Topics occur around the period “**Modified Voting System**”

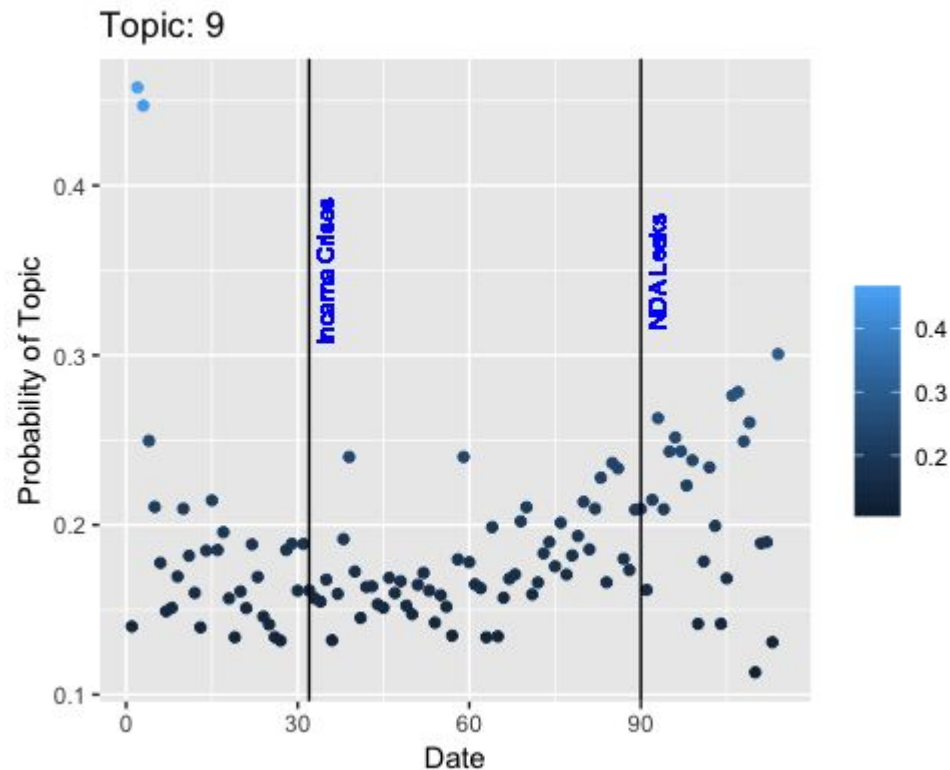
Topic: 8



Topic Words

T8
CCP
IT'S
DON'T
TIME
SKILLS
YOU'RE
AGREE
PLAYERS
EVE
SKILLS
PEOPLE
CAN'T
BACK
I'M
LOVE
LOWSEC
THING
GAME
DIDN'T
THAT'S

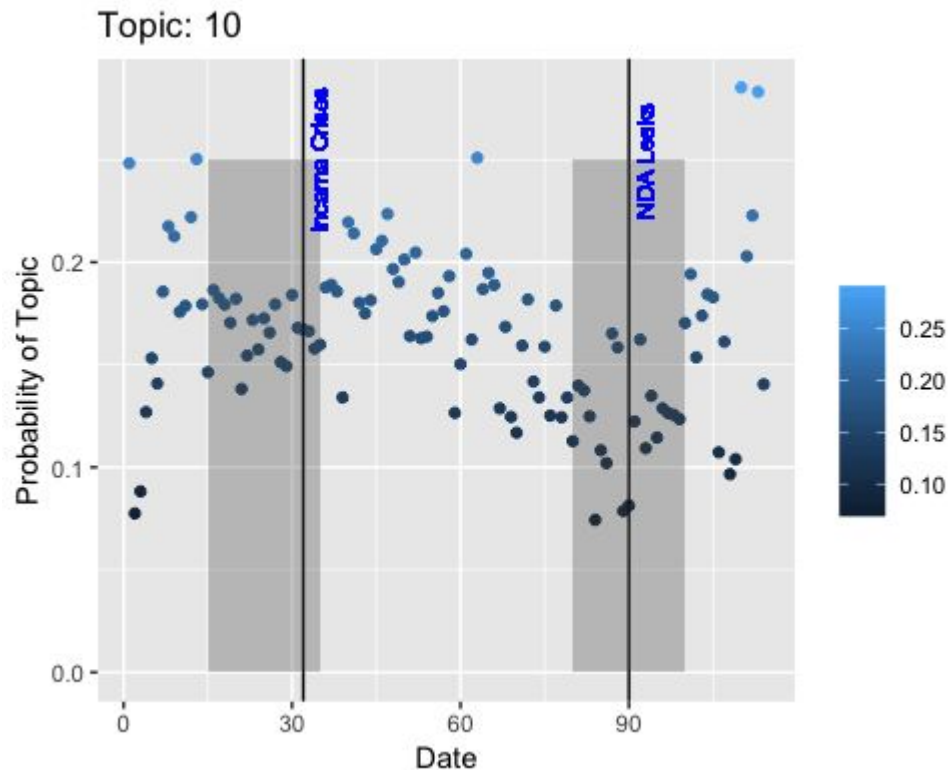
Topics were general and no significant patterns were found



Topic Words

T9
GAME
EVE
PEOPLE
MAKE
I'M
GOOD
THINGS
TIME
ALLIANCE
WORK
PART
POST
CCP
I'VE
CORP
FEEL
SUPPORT
LOT
MADE
PVP

Topics are general and so are the distributions - no significant patterns were found

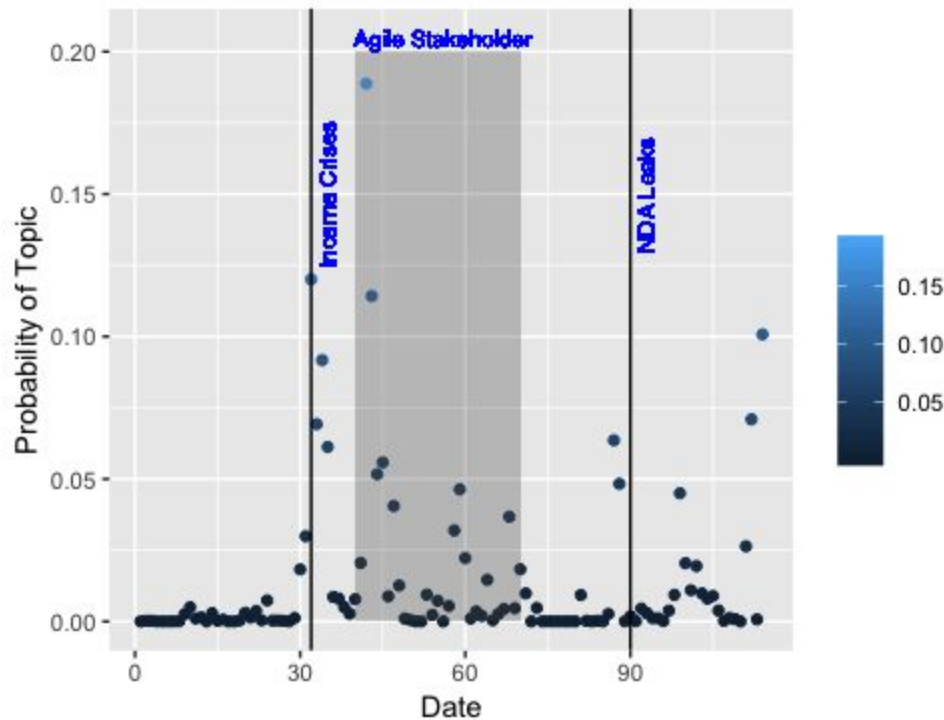


Topics show a dip in probability during the two major events
Unknown reason so far

Topic Words

T10
MAKE
SEC
TIME
IDEA
GAME
IDEA
HIGH
DON'T
LOW
ISK
SPACE
GOOD
PLAYERS
FACTION
POS
MISSIONS
GIVE
SHIP
MARKET
PEOPLE

Topic: 11



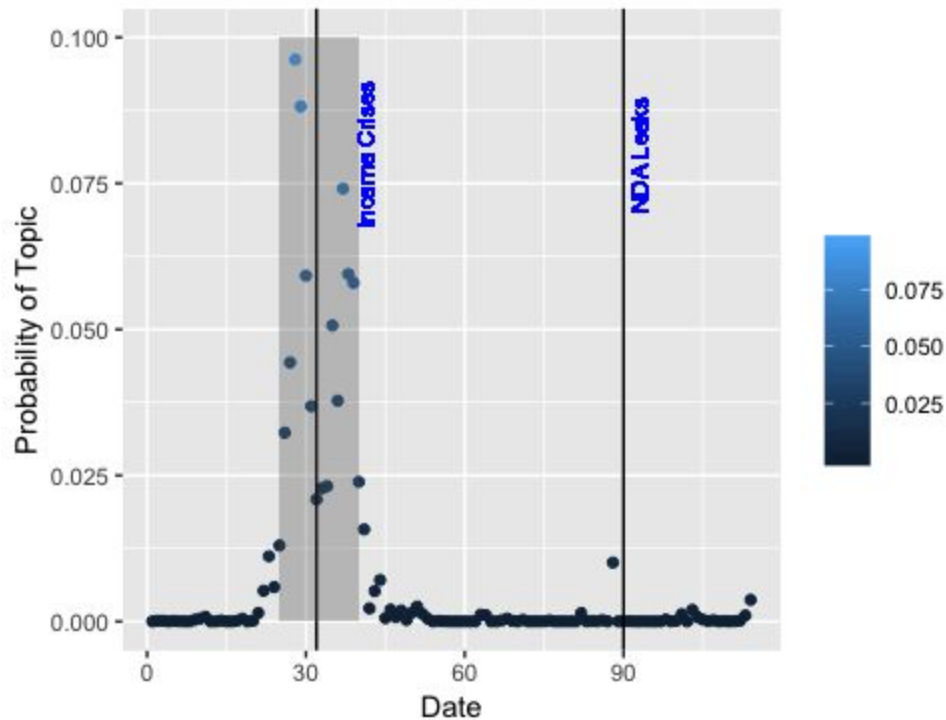
“increasing social capital...symbolic capital”

Topic Words

T11
PLEX
EVE
GAME
CCP
ITEMS
BUY
COSMETIC
MONEY
PAY
ISK
INCARNA
PLAYERS
CHARACTER
VANITY
REMAP
CASH
PLAYERS
PRICE
MARKET
SKILLS

Topics occur around the period “**Agile Stakeholder**”

Topic: 12

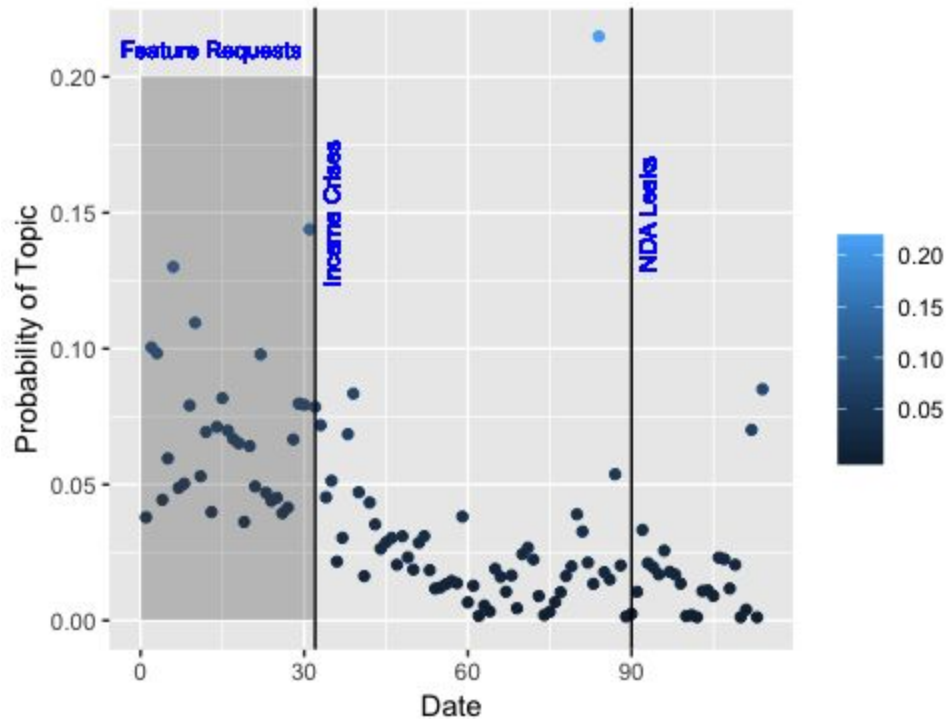


Topics fit around the “**Incarna Crises Events**”

Topic Words

T12
FLEET
EHP
PVP
VOTE
TROLLING
LAG
BRIDGES
DPS
PROPOSAL
CSM
BLOB
RANGE
INCARNA
GANKING
CANDIDATE
CANDIDATES
LOW
GALLENTÉ
TROILL
TRACKING

Topic: 13

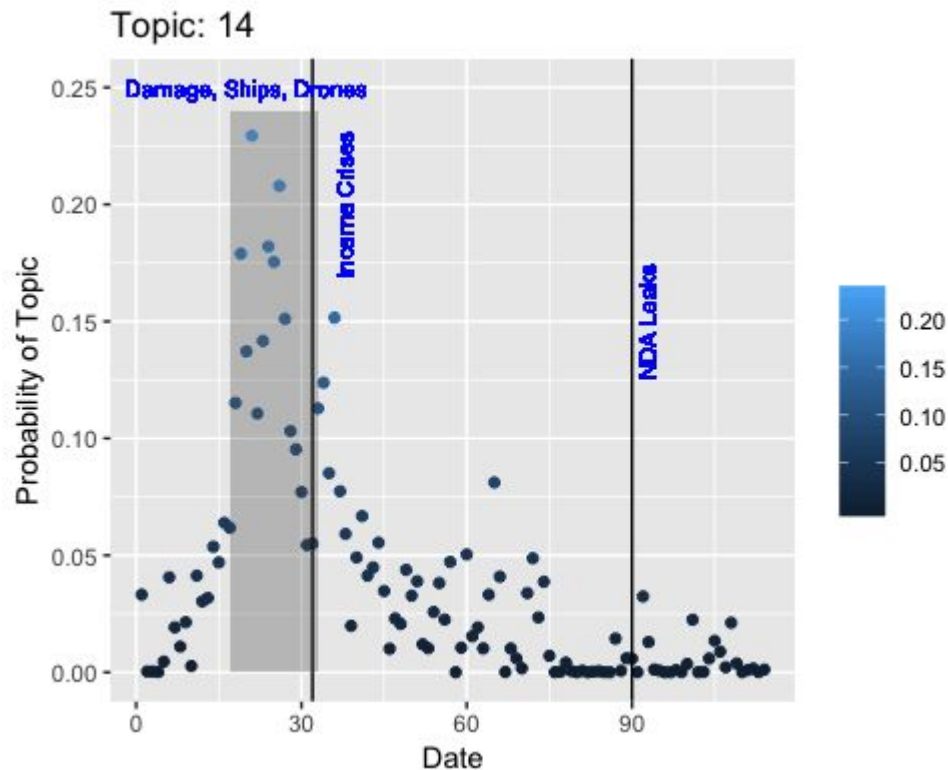


Topic Words

T13
CSM
CCP
ISSUES
ISSUE
THREAD
IDEA
SUPPORT
SUPPORTED
DON'T
FORUM
LEARNING
MEETING
PLAYER
LIST
IT'S
THREADS
SIMPLY
GIVE
ASSEMBLY
RAISED

Topics occur around the period “**Triaging Bugs and Feature Requests**”

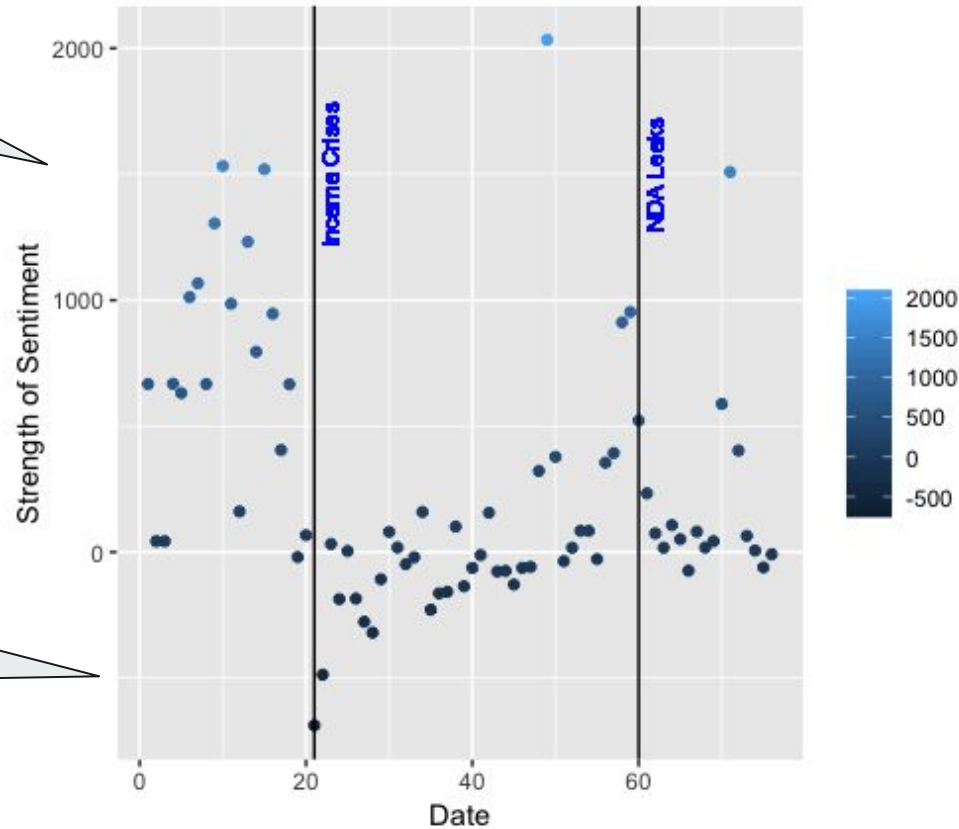
Topic Words



Topics revolve around “damage”, “ships”, “drones” before the **incarna crises**

T14
SUPPORTED
DAMAGE
BONUS
SHIP
RANGE
SHIPS
DRONES
SUPPORT
DOS
CAP
DRONES
SHIELD
PROPSAL
INSURANCE
TANK
FIT
SIGNED
TRACKING
AMOR
BONUSES

Sentimental Analysis of Forum Posts



Positive
Sentiment
during the
"Feature
Request"
period

Lots of
negative
sentiment
during and
following the
"Incarna
Crises"