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Your personalized game recommendations

Introduction

There are over 1 billion active players on Steam with over 10 thousands games available on it. A game that other players love needs not be your cup of tea. How do you know if a game may fit your favor and schedule without digging deep into it?

Here, we provide a service that helps analyzing your game of interest through simple text analyses. Based on your respond to features we mine, we estimate whether you may up vote the game through machine learning (ML) models trained on players' feedbacks on the game. These models also provide an estimation to your playtime on your game of interest. Further than that, we leverage your inputs to make playtime estimations on other games related to your game of interest and make recommendations on those you can enjoy over a long period of time.

All the above-mentoned analyses and calculations will be done automatically on this webbsite. Let's try them out and get the ideal game to celebrate your break!



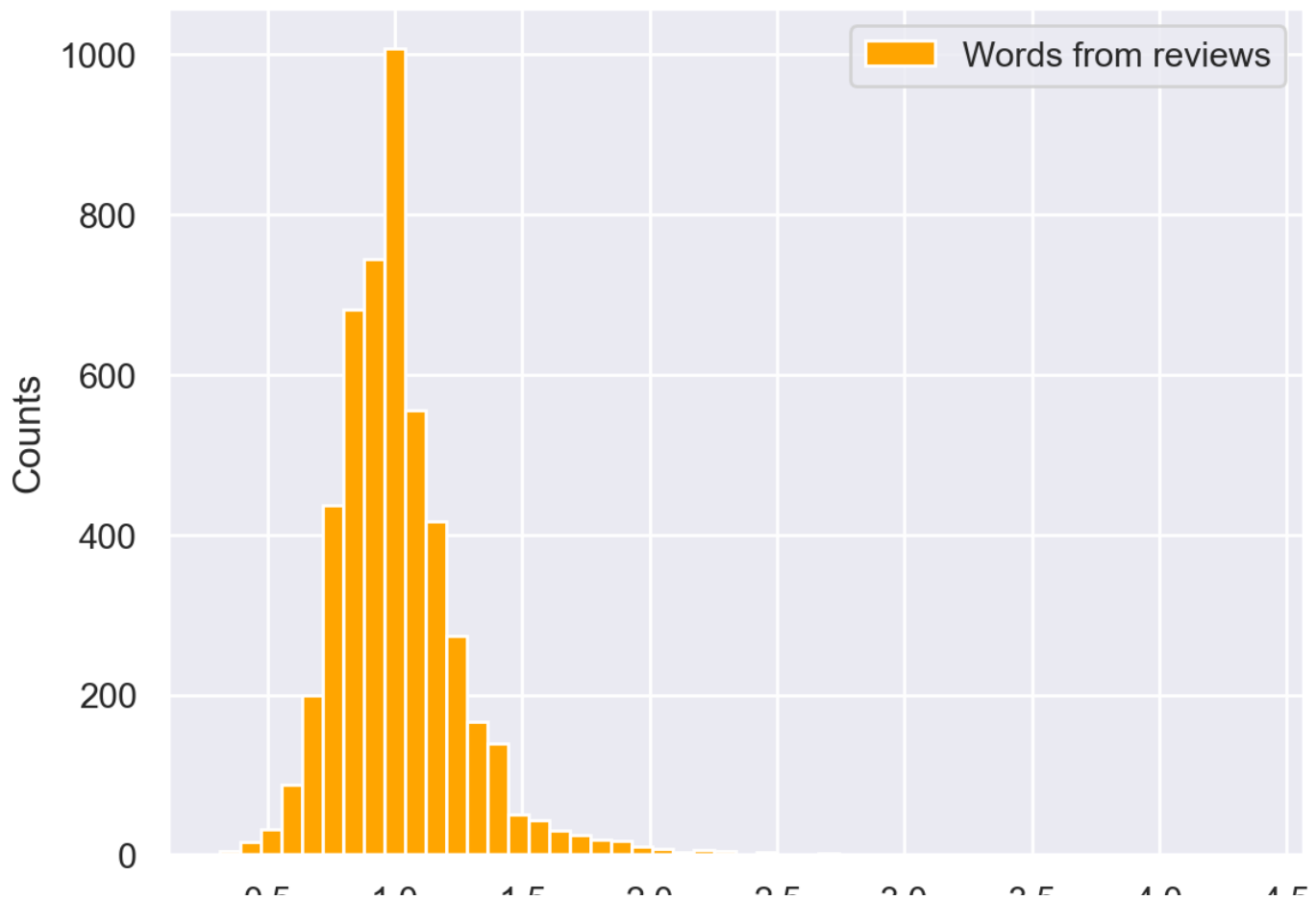
Let's start with a game ID!

Please input a steam game ID

-

+

Reviews have been getched already.



0.0 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5

Polarity

The **Polarity** of a word reflects its ability to capture the sentiment of a reviewer when using it. Here, a word with a positive Polairty hints a review recommending the game. On the other hand, a word with a negative Polarity hints a review not recommending the game. These quantitties are computed as a by-product when processing players' reviews by a **Naive Bayes** model. A distribution of word polarities that highly resembles a Gaussian distribution around 1 indicates that the use of words between players recommending and not recommending the game are not very different. This suggests some features of the game are under hot debates among players, and their pons and cons remain to be determined. On the contrary, if the distribution appears to be bi-polar, game features that drive players to love it are very likely to be really distinct from those that drive players away.

Let share some of your thoughts with us.

Below are some words that differentiate players who enjoy your game from those who don't. How much do you care about these words/features (0-5)? Please enter 0 if a word/feature does not make sense to you.

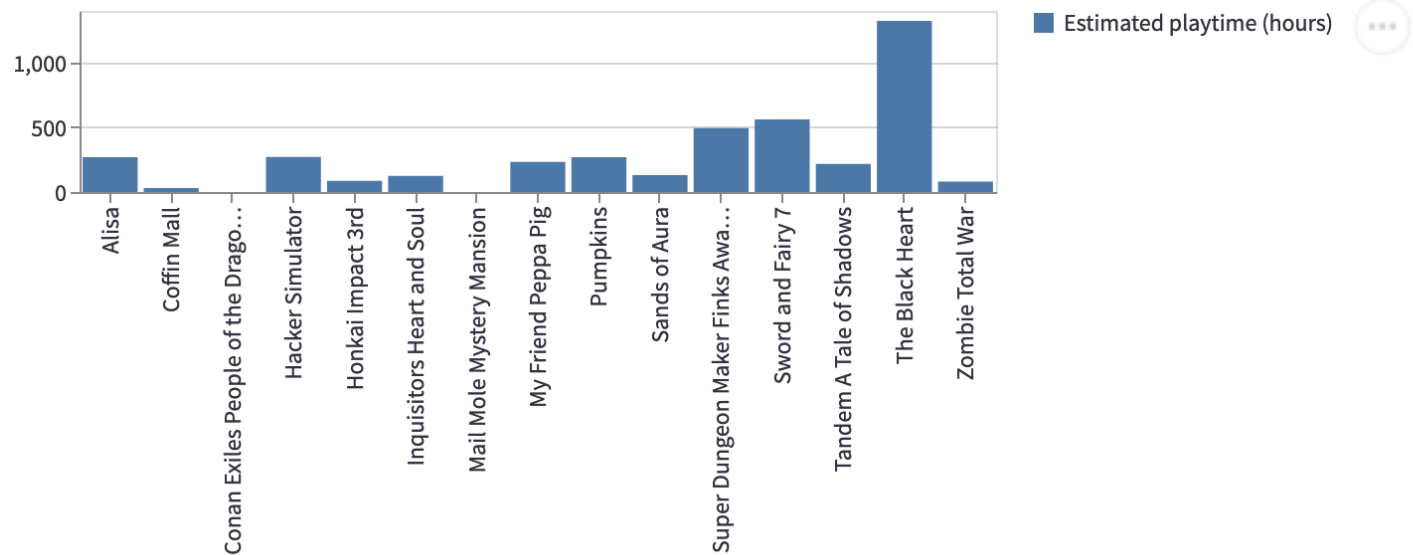
fun:	type:	strategy:	tutorial:	trading:	
	5 0		5 3		5
0	5 0	5 0	5 0	5 0	5
lot:	fun game:	century:	simulation:	strategy game:	
0	2	0		5	5
0	5 0	5 0	5 0	5 0	5
garbage:	ruin:	favor:	war:	game boring:	
0	2	1		5 0	
0	5 0	5 0	5 0	5 0	5
half:	style:	cost:	disappointment:	year:	
0	2	2	0	0	
0	5 0	5 0	5 0	5 0	5

Submit

An analysis with the exact inputs has been done previously.

Your expected playtime of this game is 2024.2 hrs

An analysis on similar games with the exact inputs has been done previously.



Full search results.

A full search result is shown below. Cases with "<NA>" in the "estimated_playtime" indicate a lack of reviews for making ML-based estimations.

	name	id	estimated_playtime
0	The_Black_Heart	1431780	1,323.0000
1	Sword_and_Fairy_7	1543030	561.6000
2	Super_Dungeon_Maker___Finks_...	1460800	494.4000
3	Hacker_Simulator	1754840	271.2000
4	Alisa	1335530	270.2000
5	Pumpkins	1734980	268.4000
6	My_Friend_Peppa_Pig	1635590	233.4000
7	Tandem_A_Tale_of_Shadows	1436920	217.0000
8	Sands_of_Aura	1119840	130.6000
9	Inquisitors_Heart_and_Soul	1780940	125.8000

Restart the app for another game or other inputs?

No

Yes

Made with Streamlit