User Lifecycle Prediction in Gaming Community Forums

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Abstract

This is the text of the abstract. I'm talking about what kind of work this is. What kind of things have been done. What I'm doing personally that is new. What interesting thing I found. And lastly what will happen in the future. Just a few sentences. I'm going to type more to get this first draft to go to a second column. Let's talk about the general plan for my work. I'm planning to replicate the user lifetime work of Jurafsky. It would have some immediate value to the company that develops the video game I'm analyzing. I have a separate idea that I may explore if I have time. I want to do sentiment analysis on this forum data around the times that game updates are released. There tends to be a lot of controversy when updates are made because they rebalance the power of different characters. So it would be interesting to be able to automatically analyze how gamers feel about changes as they're made.

1 Introduction

This will introduce the topic of interest in this work. Will talk a bit more about what has been done in the past [1] and what could be interesting for the field in the future.

2 Experimental Procedure

This section will discuss the data that is being worked on and how it was obtained. It will also talk about the specific types of analysis or models that were performed/built during the It may briefly discuss why this data was appropriate for this research or why it was interesting.

3 Results

A results section is about logically displaying a series of factual findings based on your experimental procedure. There will be graphics explaining interesting findings from your analysis and/or model. This shouldn't discuss *how* you got the results (that would be in your experimental section) and it shouldn't discuss much about why you personally think it is interesting (this would be in your discussion/conclusion).

4 Discussion

The discussion section is generally an interesting but hand wavy part of the paper where the authors can discuss what they think is interesting about the results and what implications they think it may have on the field. They may also use this section to talk about future direction for this work.

References

[1] Jure Leskovec and Dan Jurafsky. No country for old members: User lifecycle and linguistic change in online communities. *WWWW '13*, 2013.