

Objective



> Find future focus for RDR2 game updates through tweets



Tools















matpletlib



Seaborn









Techniques Used

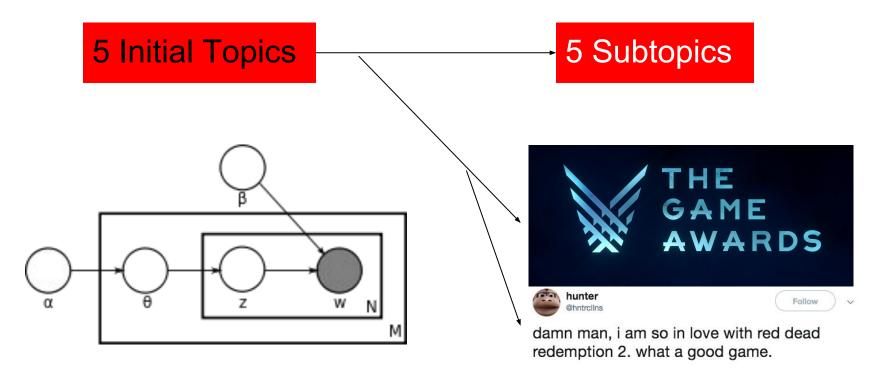


- Preprocessing
- Latent Dirichlet Allocation(LDA)
- ➤ Word2Vec
 - K-Means Clustering
 - DBSCAN



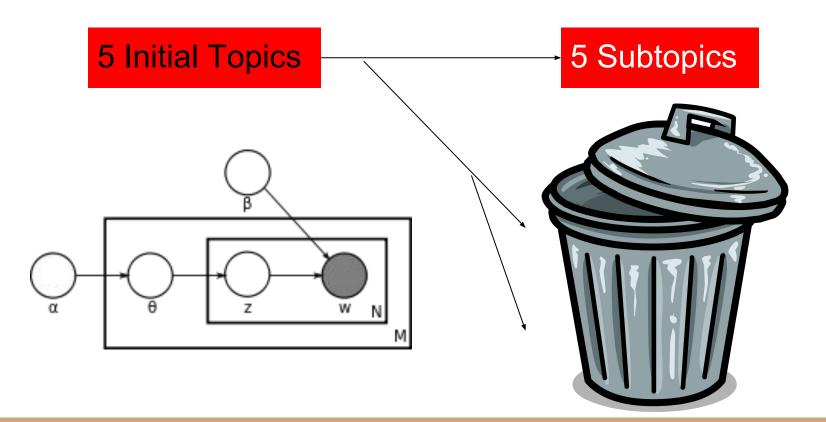
LDA Procedure





LDA Procedure

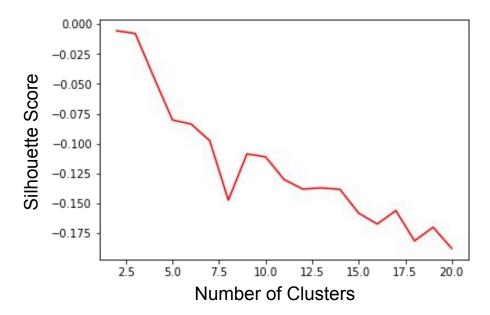








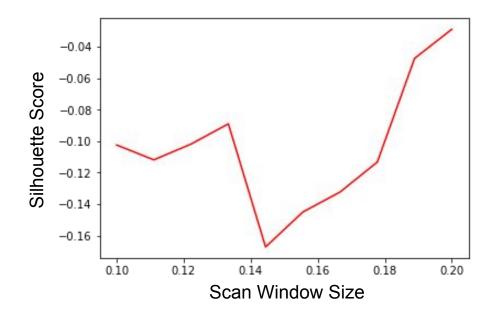
- SpaCy word embeddings to vectorize tweets
- K-means: Optimized with silhouette score, 8 topics



Word2Vec -> DBSCAN Procedure



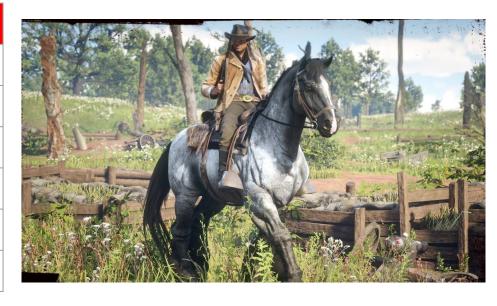
➤ DBSCAN: PCA and optimized with silhouette score, 7 topics, 83% noise



Interesting Topics



Topic	Percentage of Tweets(%)
Game Comparison	10
Streaming/Youtube	10
Buying Game	9
Easter Eggs	9
Story	5
Horse	0.2



Topic List with Overall Sentiment



Topic	Sentiment	Standard Deviation
Game Comparison	0.14	0.46
Streaming/Youtube	0.17	0.45
Buying Game	0.17	0.45
Easter Eggs	0.10	0.45
Story	0.06	0.41
Horse	-0.12	0.39

Conclusion



- Analysis can be applied to DLC/game updates
- Tweets reflect the hype and high quality of the game



Next Steps



- Analyze how topic distribution/number of tweets per topic affects sales
- > Assign weights to give importance to important influencers
- Use this methodology on other products



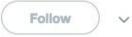
goodreads



Tweets Bad For Analysis







damn man, i am so in love with red dead redemption 2. what a good game.



Preprocessing



- No punctuation or emojis
- ➤ N-grams
- Stop words, including 'red dead redemption' and 'game'
- Lemmatization(POS tagging/filter)





```
# do pca before clustering to for stronger signal and prevent overfitting
from sklearn.decomposition import PCA
pca = PCA(n_components=30)
pca.fit(vectorized_tweets_sum)
vectorized_tweets_sum_pca = pca.fit_transform(vectorized_tweets_sum)
np.sum(pca.explained_variance_ratio_)
```

0.6019035054124589

