SENTIMENT ANALYSIS ON LEAGUE OF LEGENDS COMMUNITY COMMENTS

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TWITCH OVERVIEW

- Twitch is the most popular live-streaming platform (2021)
- At this moment there are 2,830,00 people watching Twitch
- 31 million daily active users
- Live chats it's a crucial aspect of the platform
- Emotes as a new form of language

EMOTES

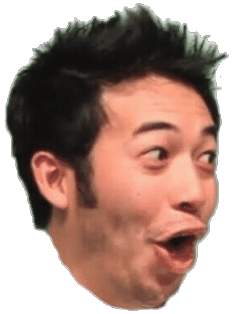
pepega

4Head

Trihard

LuL

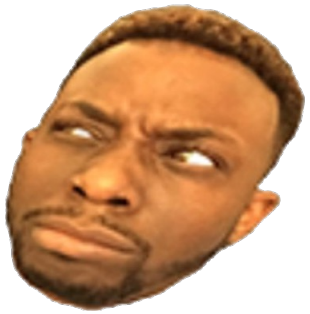
Triumphbib



pogchamp

CoolStoryBob

kappa



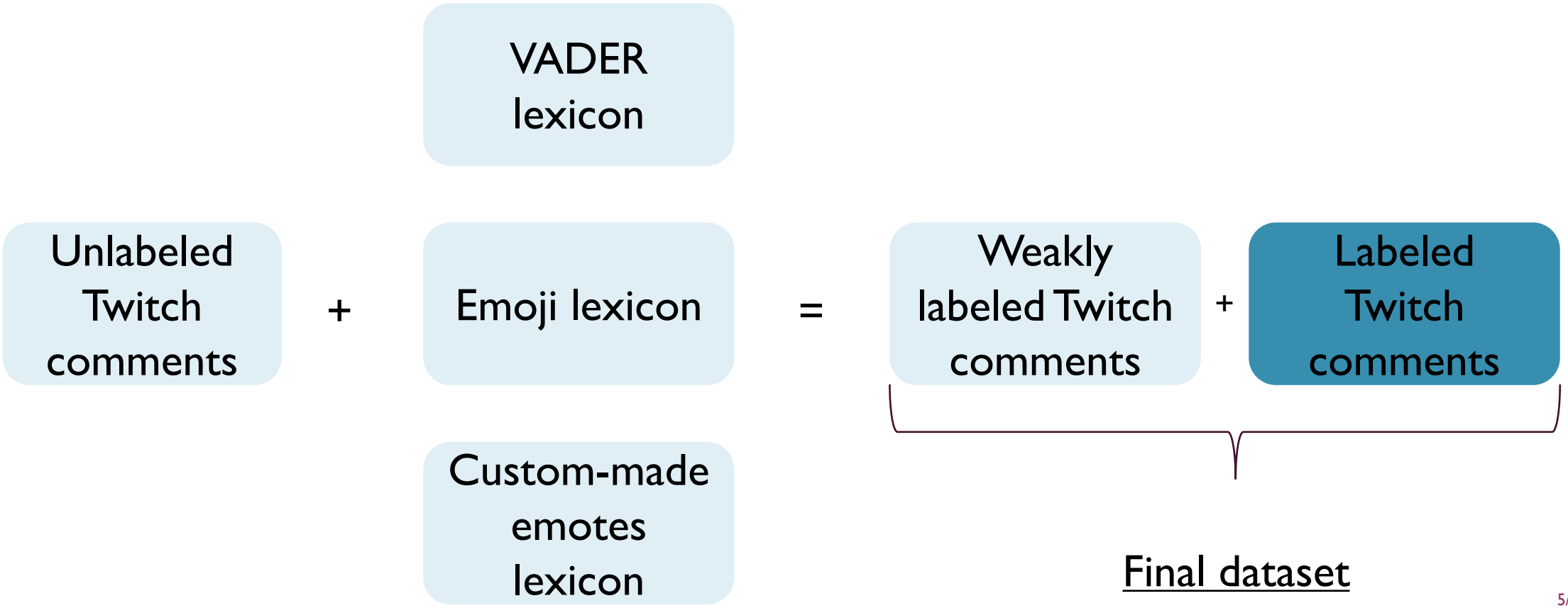
cmonbruh

kekw

PROJECT GOAL

- Sentiment Analysis of League of Legends comments on Twitch
- Challenges
  - Few known lexicon for emotes sentiment
  - The sentiment of each emote is context-dependant
  - Social media language issues
  - No specific grammar

DATA COLLECTION AND LEXICA



MODEL DEVELOPMENT

Step 1

- Distribution-based classifier
- Accuracy 0.63
- F1 score 0.62

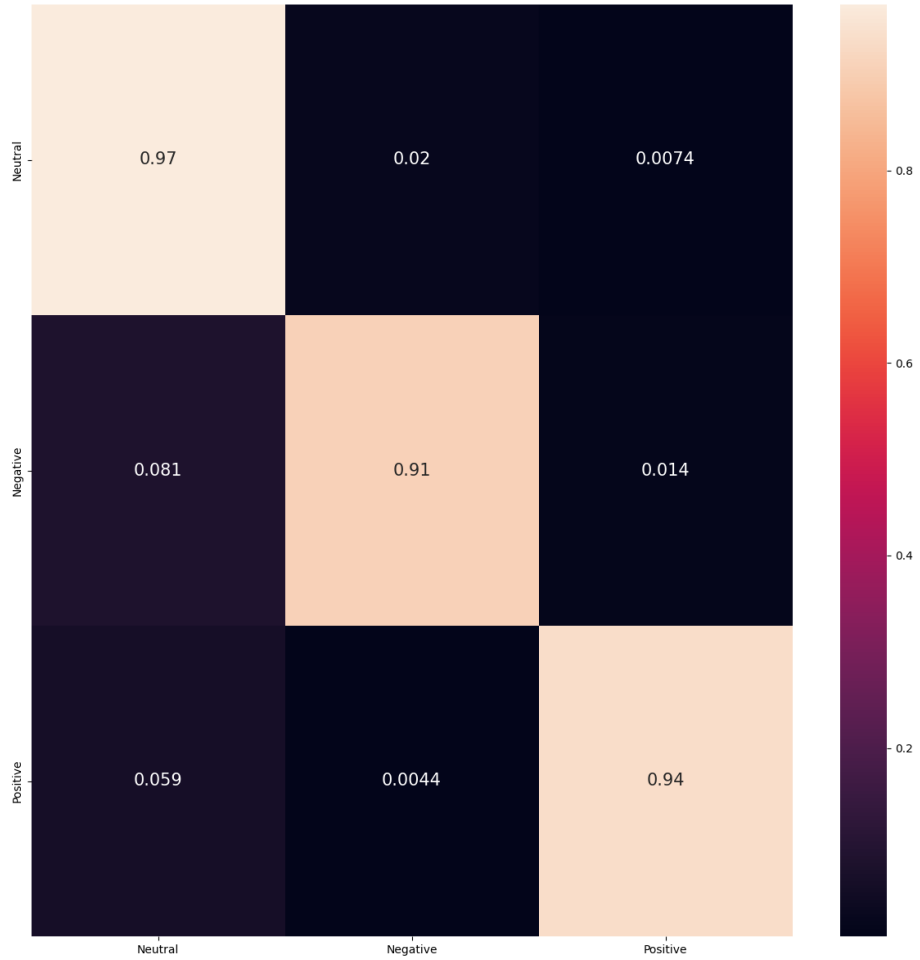
NOT ENOUGH!

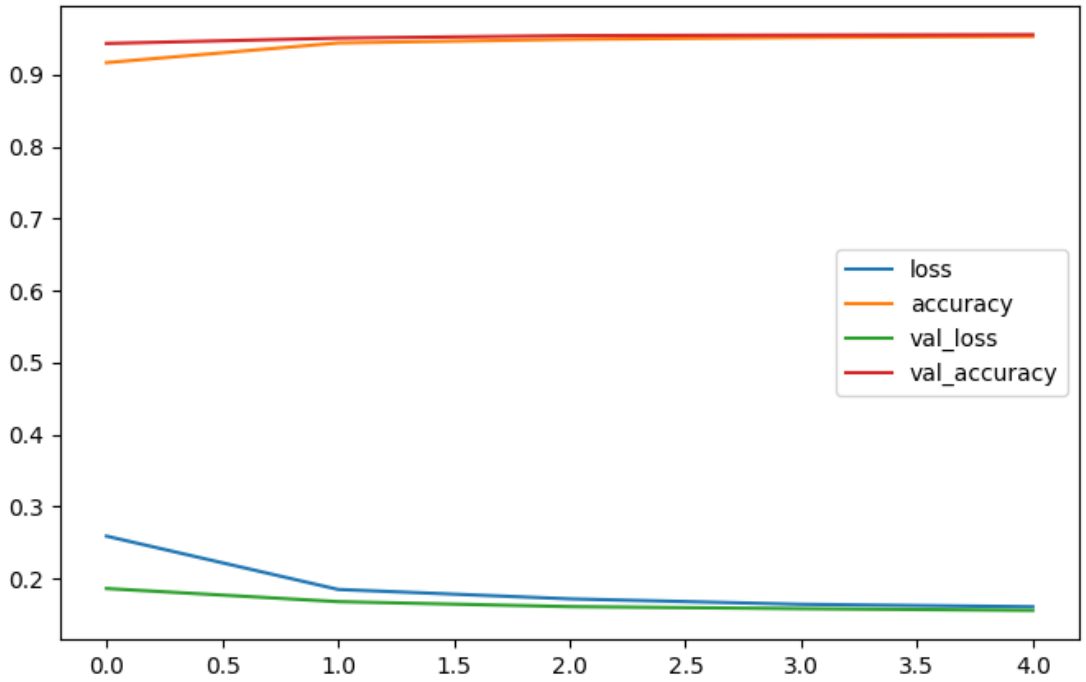
Step 2

- Deep learning approach [*]
  - LSTM
  - BiLSTM

* Model courtesy: https://github.com/sergiovirahonda/TweetsSentimentAnalysis

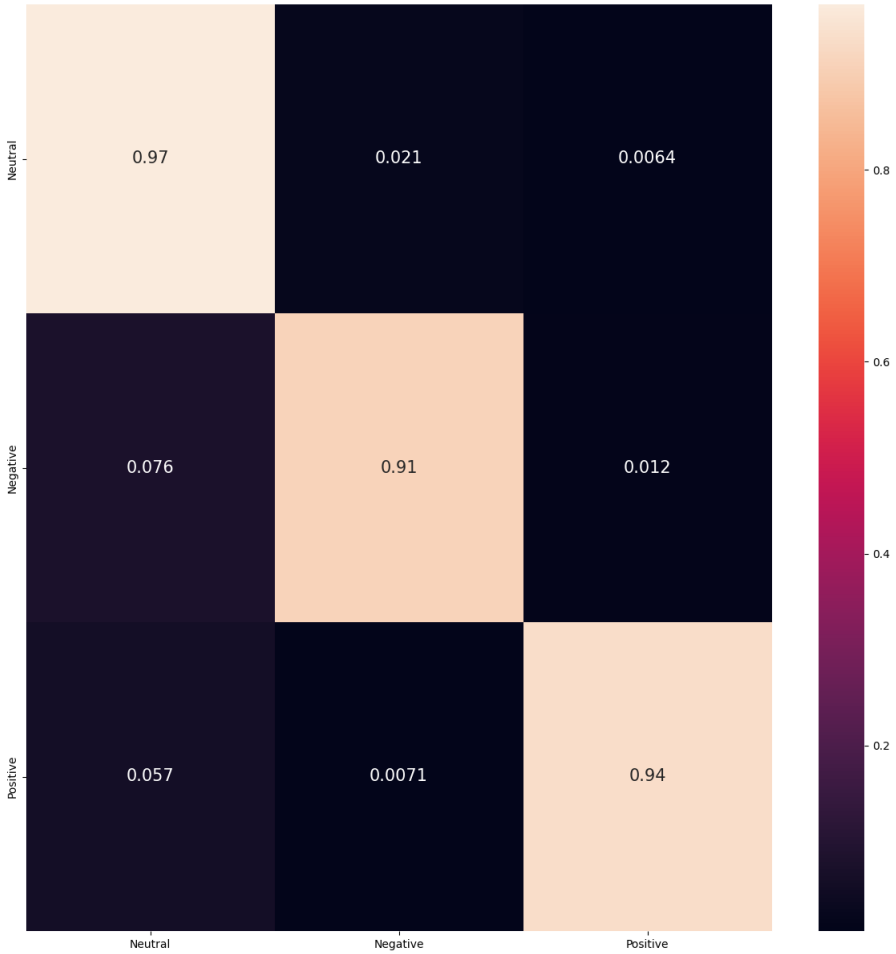
RESULTS AND DISCUSSION - LSTM MODEL

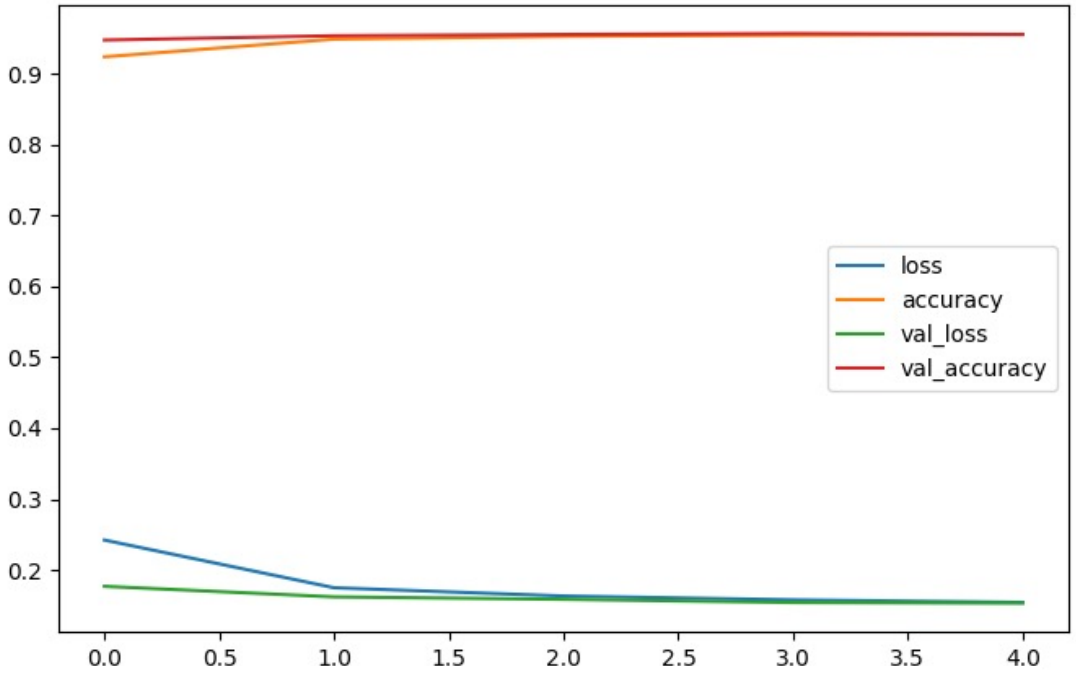




	precision	recall	f1-score	support
0	0.97	0.97	0.97	64261
1	0.92	0.91	0.91	17745
2	0.93	0.94	0.93	10336
accuracy			0.96	92342
macro avg	0.94	0.94	0.94	92342
weighted avg	0.96	0.96	0.96	92342

RESULTS AND DISCUSSION – BILSTM MODEL





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