

# Online Gaming Communities Analysis

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## Abstract

We will do this section last

## 1 Introduction

Our entire project code could be found in our GitHub repository [games-social-nets](#)

## 2 Previous Work

Adar , Ben

## 3 The Data

Julia

### 3.1 Data Collection

We wanted to collect as much data as we can and for that we choose the two most liberal platforms in regards to their data - [Twitter](#) and [Reddit](#).

#### 3.1.1 Twitter Listener

To listen to an ongoing stream of tweets in a way that will provide us with only the relevant data, in our case, these are tweets that mentions the games we are intersted in following, we used the

#### 3.1.2 Reddit Scraper

Julia

### 3.2 Data Cleaning

Julia

## 4 Algorithms

TODO

### 4.1 Bag of Words - frequent words

Adar

### 4.2 Word Embedding

Julia

### 4.3 Sentiment Analysis

Sentiment analysis is a type of data mining, also known as opinion mining, that measures the inclination of peoples opinions through natural language processing (NLP), computational linguistics and text analysis. These methodes used to extract and analyze subjective information from diffrents sources like Twitter and Reddit in our case.

### 4.4 Topic Modeling

Ben - write about topic modeling

### 4.5 Novel Negativity Evaluation Metric

Yuval

## 5 Experiments and Results

TODO

### 5.1 Frequent Words

Ben

### 5.2 Sentiment Analysis

Adar

### 5.3 Word Embedding

Julia

### 5.4 Negativity Evaluation Metric

Yuval

## 6 Discussion

TODO

## References