Psychedelic Trip Report Generator

A Flatiron Phase 5 Project by Jordan Loewen-Colón

Today's Agenda

BUSINESS PROBLEM

GOALS

DATA

METHODS

RESULTS

The Problem

The (fictional) MindSpectrum Research Institute, is deeply engaged in groundbreaking work involving the clinical trials of psychedelic-assisted therapies. These trials seek to gauge the safety and effectiveness of various psychedelic substances, including psilocybin, MDMA, LSD, Ketamine, and Cannabis.

Primary Goals

Develop a text generator model

Aim Produce human-like trip reports

Focus on minimizing false positives and realistic sounding language.

The Data

- The dataset has 70k+ entries
- The ‘reports’ vary from 3 to 32k words.
- Other data points include:
  - Drug (11728 unique entries)
  - Dosage
  - Delivery
  - Weight
  - Year

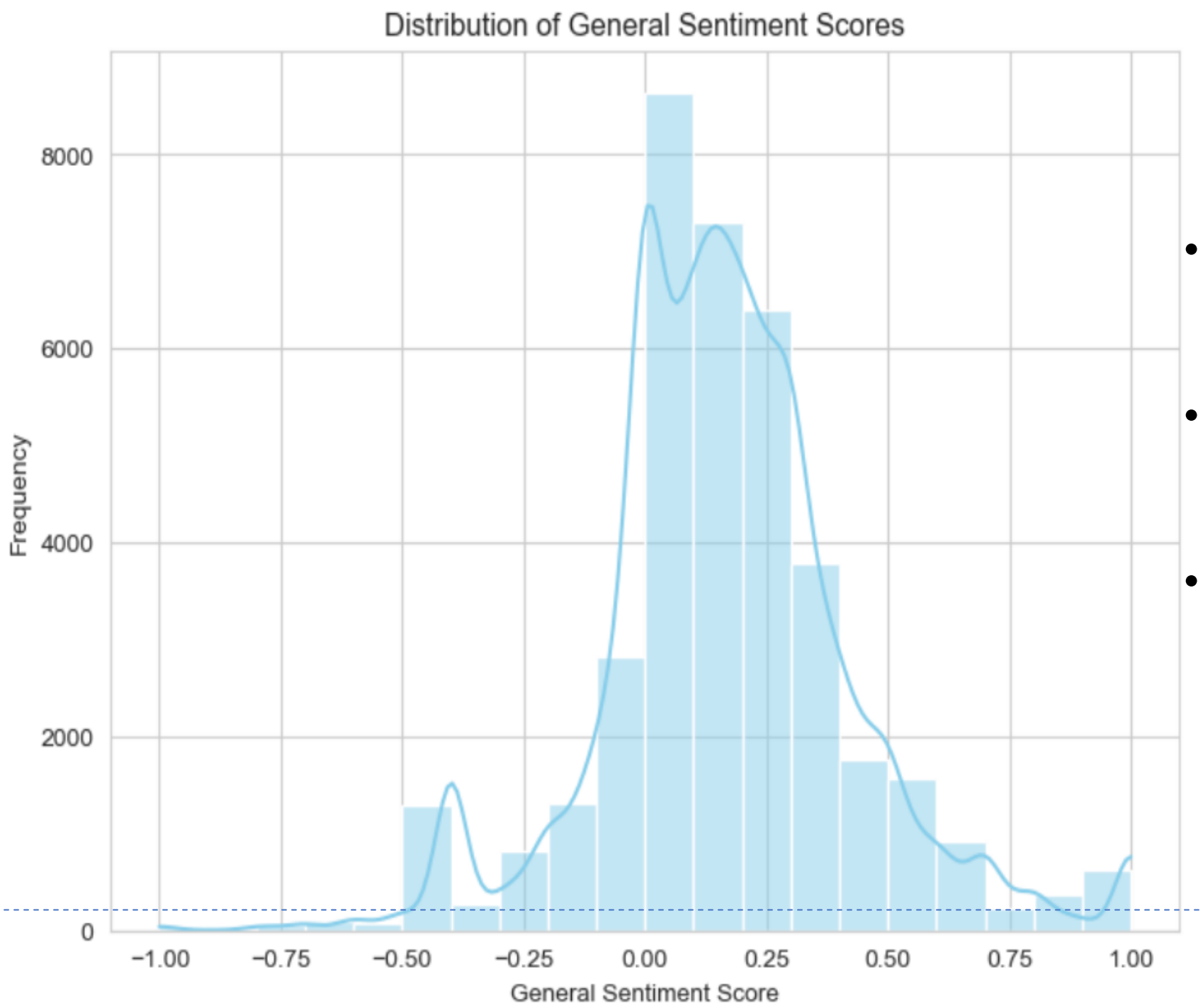
Methods

Unsupervised Learning To Discover Patterns

Multiclassification for drug prediction

Large Language Model to help verify text outpu

GPT-2 for Text Generation

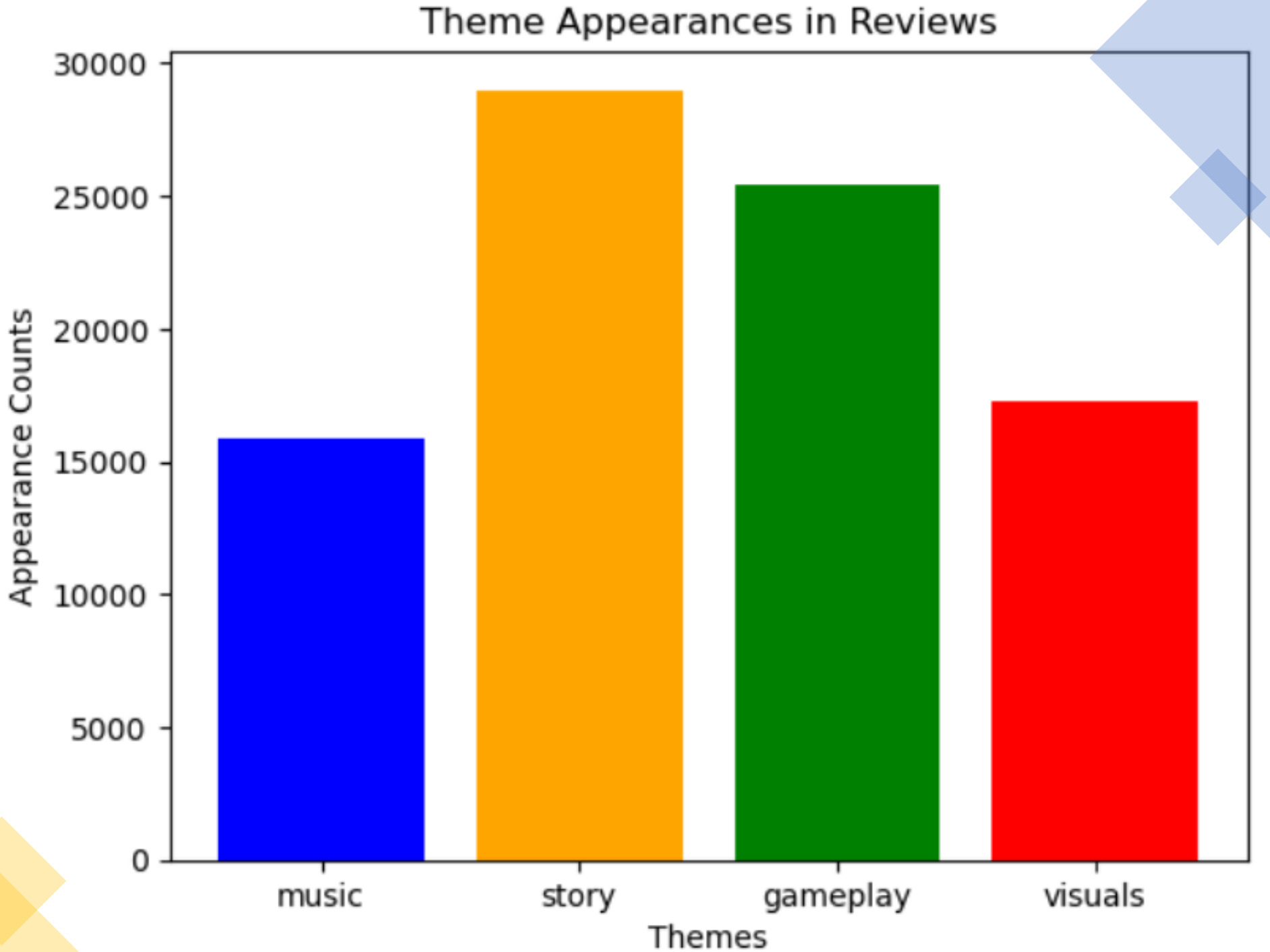


- Each review was given a “sentiment’ score between -1 and 1
- Higher scores means they used language that indicated more positivity
- The average sentiment score falls between 0 and .25, which is favorable!

Counts of how many times players referenced a key word from a list of themes and synonyms.

Players were most likely to reference the story when writing reviews.

Generally, story references were rated more positively.



TOP 5 BIGRAMS BY THEME

Music	Story	Gameplay	Visuals
Sound, track - 10	Side, quest - 9	Attack, pattern -13	Late, party - 9
Instead, audio - 12	Question, asked - 13	Power, ups - 8	Add, cart - 7
Audio, eargasm - 12	Family, drama - 11	El, combate - 9	Vibrant, color - 12
Musical, score - 12	Extended, family - 14	Power, creep - 10	Color, palette -12
Mass, effect - 10	Answer, question -14	Micro, transaction - 16	Farewell, earthly -15

Review Sentiment Analyzer

Review Length: 95

Review: go one best game time . 10/10 everything : story , gameplay , difficulty , art , voice acting .

Theme Words and Polarity

Music: voice acting, 0.548

Story: story, 0.525

Gameplay: gameplay, 0.500

Visuals: art, 0.594

Conclusions

reviews expressed positive sentiment within the range of 0 to 0.25.

In reviewers emphasized story.

Reviewers may have limited vocabulary when describing their appreciation for the 'music' and 'visuals.'

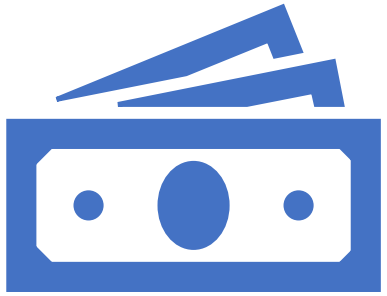
Recommendations

Focus on the strong storytelling elements.

Help players express positive impressions of 'music' and 'visuals' by providing in-game prompts or specific key words or phrases.

Concerns & Interest

Computational efficiency limited pattern recognition



Findings indicate there is value in further study!

Thank You

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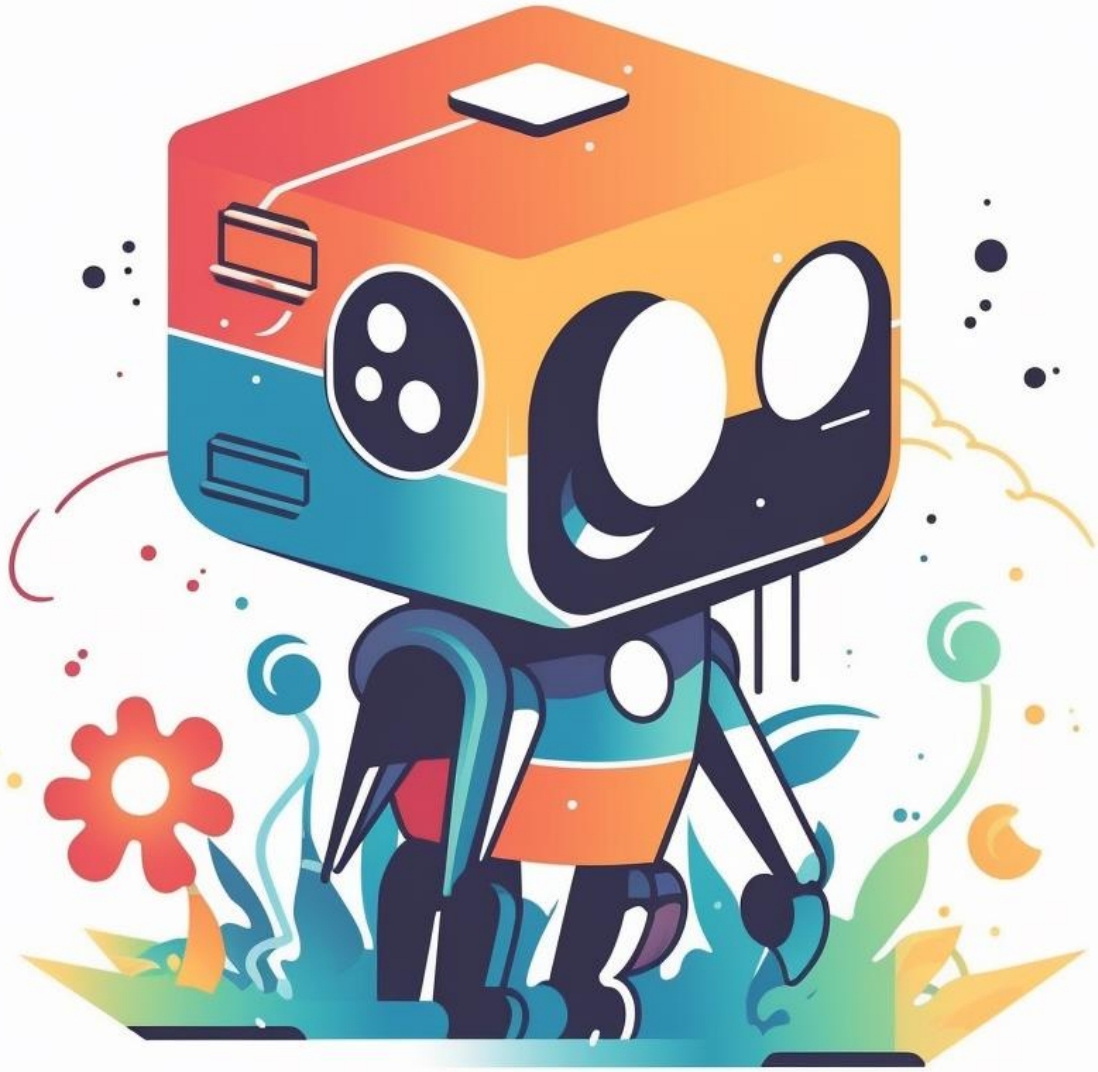
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