

Natural Language Processing (NLP) Machine Learning:

Dungeons and Dragons and
Call of Duty

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Agenda

Question: What differentiates the player communities for **Call of Duty** (CoD) and **Dungeons and Dragons** (DnD)?

This project explores text analysis as a way of gaining insight into these communities.

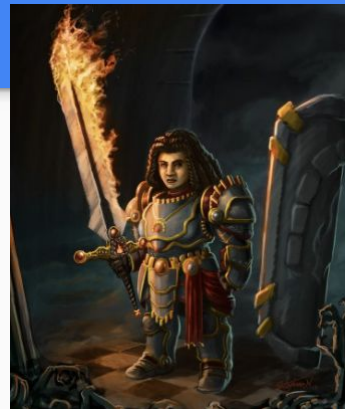
- **Overview of the 2 games**
- **Gather Data**
- **Explore Data**
- **Model**
- **Evaluation**
- **Conclusion**

Overview of the 2 games



Call of Duty

- **Low fantasy** - military combat gear
- **Solo play** is the norm
- Co-op play is unusual
- Player vs Player is an option
- **Console** play (XBOX + ...)

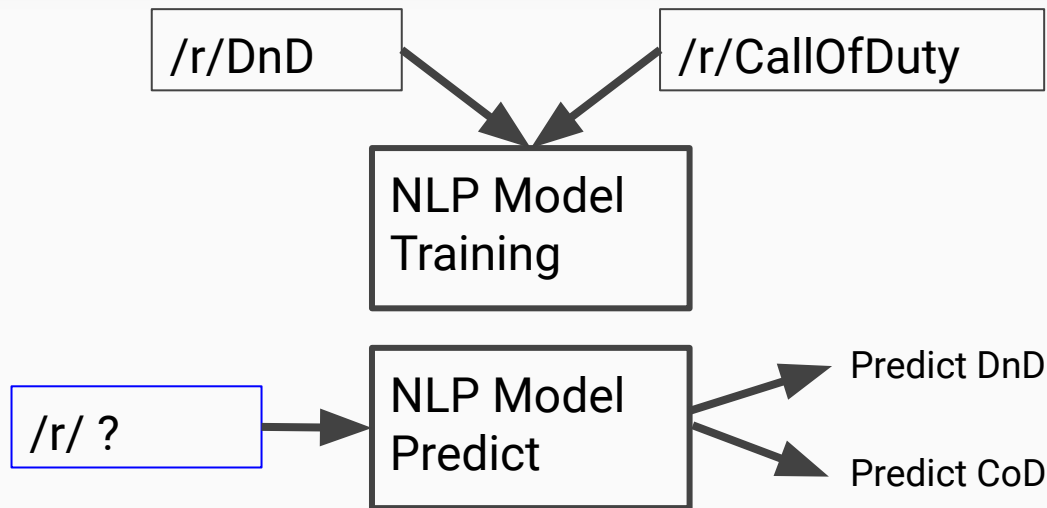


Dungeons and Dragons

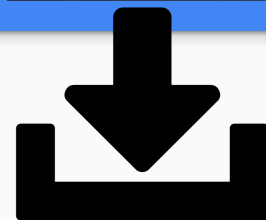
- **High fantasy** - dragons, magic
- Solo play is unusual
- **Co-op play** is the norm
- Player vs Player is discouraged
- **Table top** (in person + online ...)

Question: What differentiates the player communities for CoD and DnD?

1. Using posts from reddit
2. Build a model that can predict which thread the post is from
3. Explore the pieces that have predictive power



What might those predictors say about the communities?



Gathering posts from reddit

Using the Pushshift API:

- Programmatically downloaded 500 posts per request
- 8 times
- = 4000 posts from each subreddit

DnD: 9 days of posts

5/20/2020 - 5/28/2020

CallOfDuty: 17 (8d more)

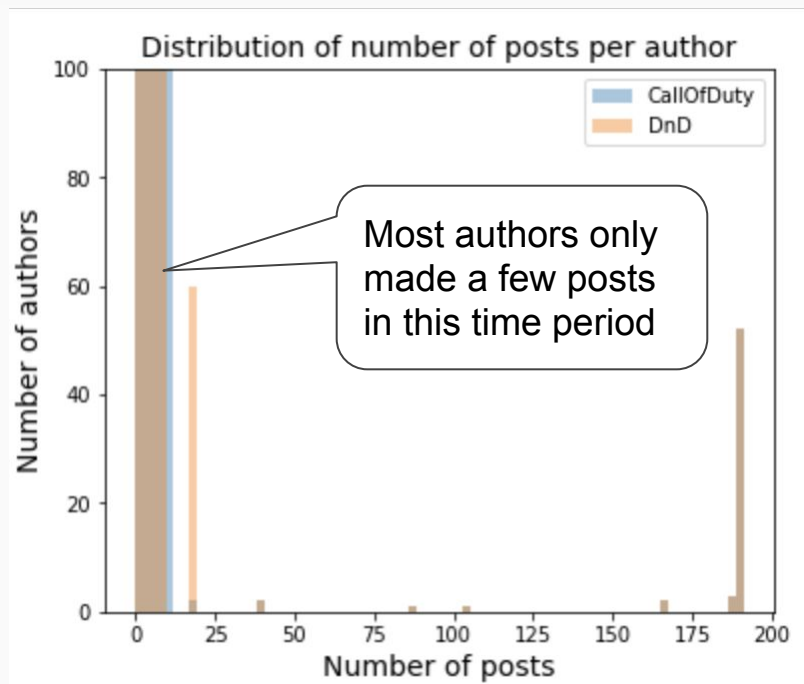
5/12/2020 - 5/28/2020

Exploring posts from reddit

Removed 33 banned posts and 166 duplicates

8000 posts → 7801 posts

- 5441 unique authors
- 2 authors who post in both subreddits
- On average:
 - DnD: 1.39 posts per author
 - CallOfDuty: 1.48 posts per author
- Posts: 49.8% CoD, 50.2% DnD



NLP Models

Set aside 25% of the data to test the model

Prepared the text

- Discarded non-predictive words (a, the, of)
- Kept 1, 2, and 3 word phrases

Built 4+ models using the other 75% of the data

- Accuracy of predictions
- Repeatable accuracy on new data

can we please ban this cheater were
is the best place for me to post to get
him **banned** thanks

what s going on in your **campaign**

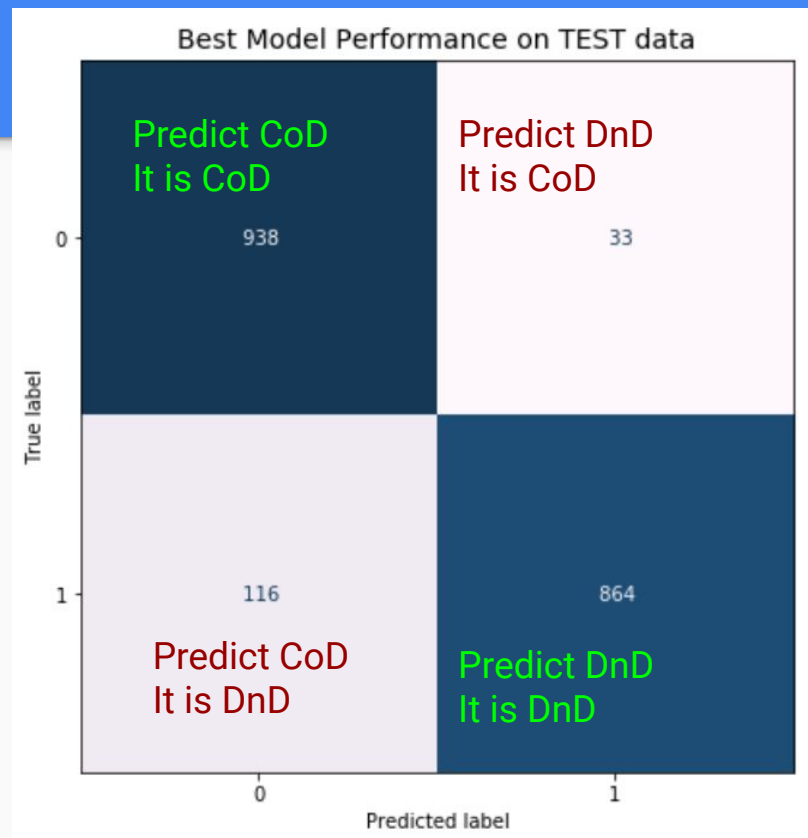
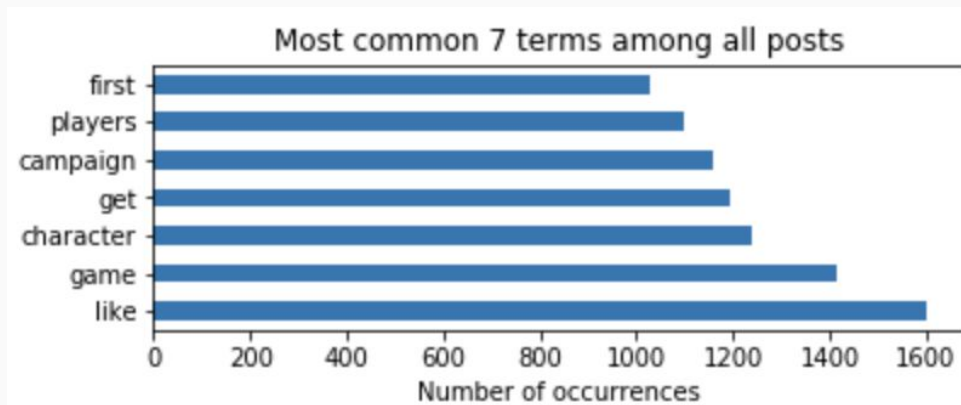
comment if you don t see your **favorite**
gun this is just what I normally hear

Evaluation:

Baseline of 50% if we guessed 'DnD' every time

Models predict correctly on 92% of posts

(93% if allowed to use 'giveaway' terms like the name of the game)

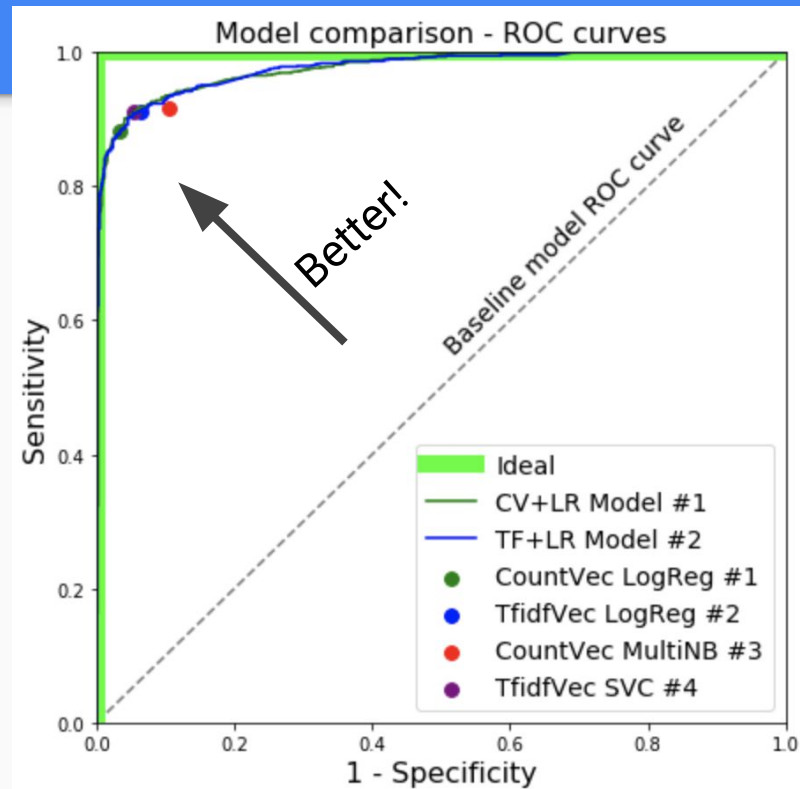


Conclusion: NLP model can differentiate

NLP (Natural Language Processing) model can correctly predict whether a post is from a CoD or DnD subreddit

- 93% accuracy when including game names (e.g. dnd, 5e, mw, mw2)
- **92% accuracy otherwise**

What might those predictors say about the communities?





Call of Duty

Top Predictors:

Dungeons and Dragons





Call of Duty

Top Predictors:

- warzone
- multiplayer
- **remastered**
- lobby
- ww2 / wwii / waw
- mission
- **opinion**
- mobile
- zombies

Dungeons and Dragons

- oc (original character)
- **art**
- dm
- dice
- bard
- character
- **homebrew**
- monster
- druid



Thank you



Questions?



Addendum

4 Models:

1. CountVectorizer + LogisticRegression
2. TfidfVectorizer + LogisticRegression
3. CountVectorizer + MultinomialNB
4. TfidfVectorizer + SupportVectorMachine

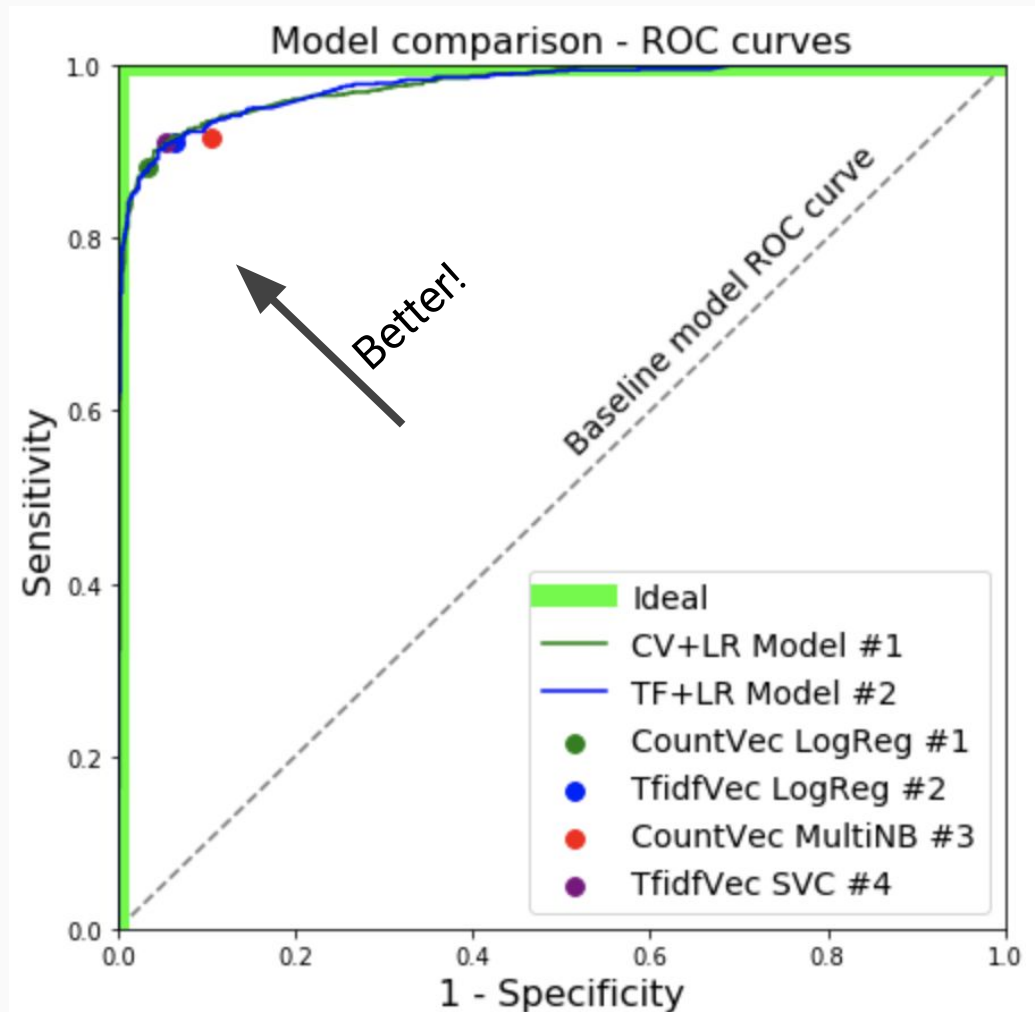


Photo Sources

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