Using NLP to Sort between r/Games and r/IndieGaming Subreddits

Julia Tsaltas

July 16th, 2021

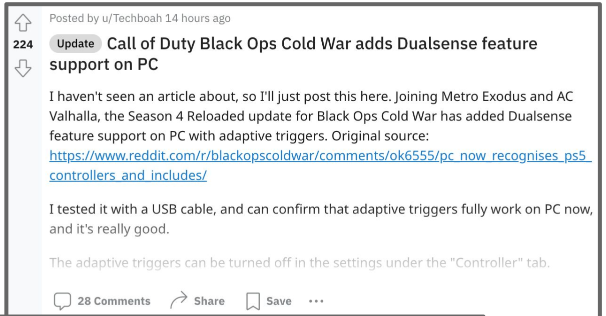
Outline

- Gaming discussions
- Subreddit data
- Model setup
- CountVectorizer insights

Gaming Discussion

r/Games

AAA = Games built by a large studio with a big budget



224

Posted by u/Techboah 14 hours ago

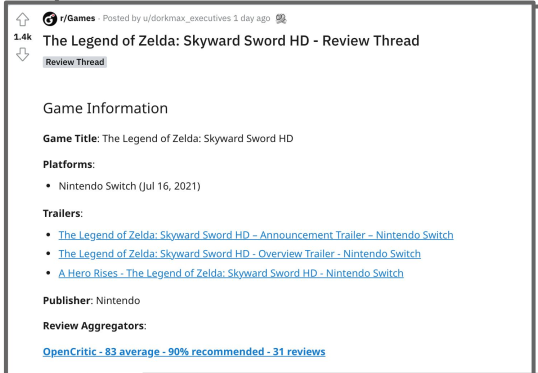
Update Call of Duty Black Ops Cold War adds Dualsense feature support on PC

I haven't seen an article about, so I'll just post this here. Joining Metro Exodus and AC Valhalla, the Season 4 Reloaded update for Black Ops Cold War has added Dualsense feature support on PC with adaptive triggers. Original source: https://www.reddit.com/r/blackopscoldwar/comments/ok6555/pc_now_recognises_ps5_controllers_and_includes/

I tested it with a USB cable, and can confirm that adaptive triggers fully work on PC now, and it's really good.

The adaptive triggers can be turned off in the settings under the "Controller" tab.

AAA Discussion



1.4k

r/Games · Posted by u/dorkmax_executives 1 day ago

The Legend of Zelda: Skyward Sword HD - Review Thread

Review Thread

Game Information

Game Title: The Legend of Zelda: Skyward Sword HD

Platforms:

- Nintendo Switch (Jul 16, 2021)

Trailers:

- The Legend of Zelda: Skyward Sword HD – Announcement Trailer – Nintendo Switch
- The Legend of Zelda: Skyward Sword HD - Overview Trailer - Nintendo Switch
- A Hero Rises - The Legend of Zelda: Skyward Sword HD - Nintendo Switch

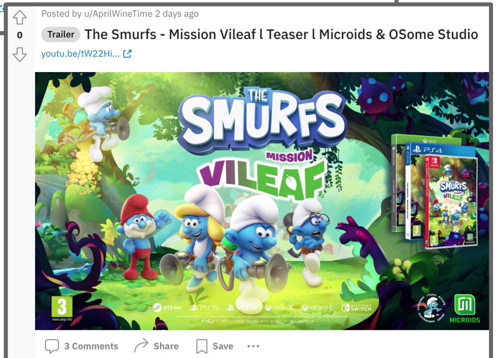
Publisher: Nintendo

Review Aggregators:

OpenCritic - 83 average - 90% recommended - 31 reviews

Metacritic - 82 aver

Reviews



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Posted by u/AprilWineTime 2 days ago

Trailer The Smurfs - Mission Vileaf l Teaser l Microids & OSome Studio

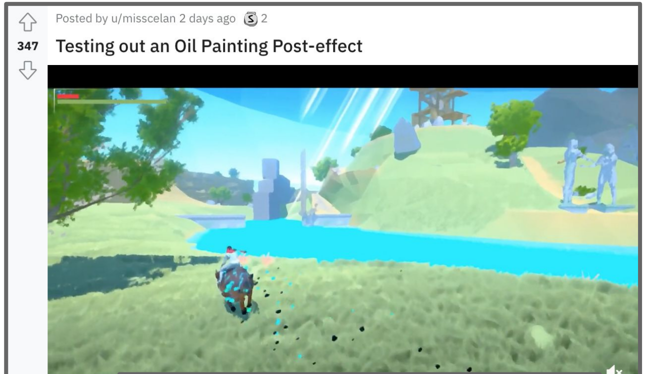
youtu.be/tW22Hi...

Trailers

Gaming Discussion

r/IndieGaming

Indie = Game developed by a small group not supported by a large developer



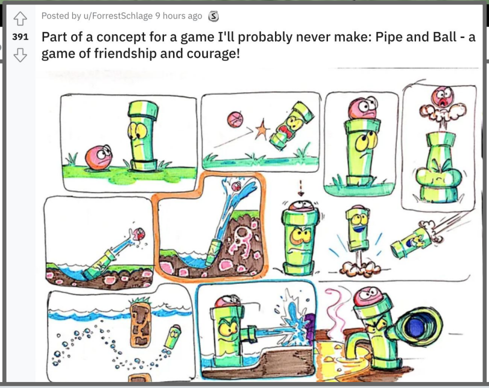
Posted by u/misscelan 2 days ago 2

347

Testing out an Oil Painting Post-effect

13 Co

Progress

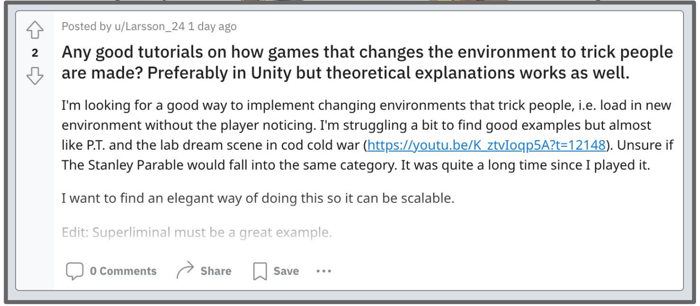


Posted by u/ForrestSchlage 9 hours ago

391

Part of a concept for a game I'll probably never make: Pipe and Ball - a game of friendship and courage!

Concept Art



Posted by u/Larsson_24 1 day ago

2

Any good tutorials on how games that changes the environment to trick people are made? Preferably in Unity but theoretical explanations works as well.

I'm looking for a good way to implement changing environments that trick people, i.e. load in new environment without the player noticing. I'm struggling a bit to find good examples but almost like P.T. and the lab dream scene in cod cold war (https://youtu.be/K_ztvIoqp5A?t=12148). Unsure if The Stanley Parable would fall into the same category. It was quite a long time since I played it.

I want to find an elegant way of doing this so it can be scalable.

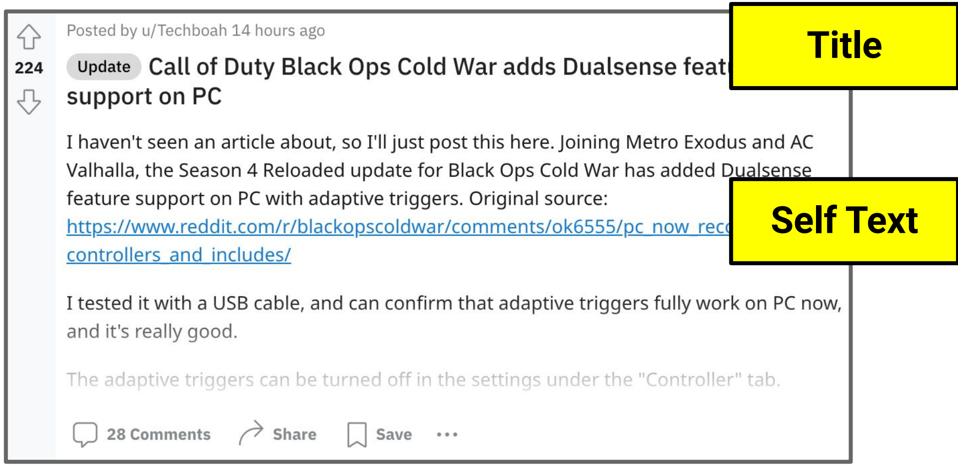
Edit: Superliminal must be a great example.

Advice

Subreddit Data

- 1126 posts / subreddit
- Title + selftext
- 20,000+ unique terms
- Pipeline =

  CountVectorizer + Model



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Model Results

Best Accuracy	**Best Variance/Bias**	**Worst Performer**

Random Forest
99.9% - Train
86.0% - Test
max_depth = None
min_sample_split = 4
N_estimators = 150
	Logistic Regression
	81.2% - Train
	80.8% - Test
	C = 0.001
	penalty = Ridge
		KNN
		71.5% - Train
		64.7% - Test
		k = 15

CountVectorizer Insights

- ⬇max_features ⬆variance ⬆score
- ⬆max_df ⬇variance ⬇score
- ngram range ➡ best 2 or 3

Summary

- Models do capture differences between gaming forums
- All models performed better than baseline
- Overfitting present on all models