

SENTIMENTAL ANALYSIS USING TABLEAU

This project was based on a game called Eve Online. Eve Online is Massively Multiplayer Online Game (MMOG) having a huge community of players from all over the world, it is very important to get the feedback from the players about the game as well as the certain good or bad situations occurring across the game community. Because, this will help the developers of the game to keep track of players activities and interactions taking place in the community which will be beneficial for the progress of the company (CCP Games).

Our team provided to our client CCP, the analysis of “Positive Emotion” associated with the players over the timeline of the game’s history and how this analysis can be useful to the future of the game.

After extracting data in spreadsheet, we sorted this data by time and then exported it to Tableau to get the graphical representation of the data. We compared and related positive emotion with the other sentiments like the ‘Negative emotion, Anger, Happiness, Sadness, etc.’ created visualizations in Tableau to interpret relationship between these sentiments. We visualized these comparisons graphically and showed how these emotions are affected by the positive emotion and compared them timeline-wise and understood how these emotions were affected after certain features were added to the game or a new version of the game was released or any cheating incident was reported in the community. We created a dashboard to tell the story of our analysis.