CS410
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Tony Jiao

Project Proposal

1. I am working as a team of 1. My NetID is tonyj2 and I am the captain
2. My free topic is a sentiment analysis on video games based on reviews using classifier. I will make an application to determine if a video game is worth playing or not using the reviews it receives. Sentiment analysis will be performed on each review for the video game to decide if it is a positive or negative review. A classifier will first be trained using video game review data with pre-determined sentiment. A unigram system will be used during this process. The program will then use the classifier to dictate if a video game is worth playing or not based on the percentage of positive reviews. This is both important and interesting as video game journalist has been regarded as one of the most biased form of media in recent years. Inflated/paid rating dominant major video game media sites. Therefore, just doing basic research is no longer enough to determine if a video game is good or bad. Review written by real gamers, however, is a much more creditable source of information. Hence, rather than reading through hundreds of reviews, an application like this can effectively summarize those opinions and output the one thing we truly care about: Is the game worth playing or not? The expected outcome is the percentage of positive reviews for a specific video game. I am going to evaluate my work by comparing the sentiment determined by my program with sentiment determined by my own opinion.
3. I plan to use python.

4. Since this is a one-person team, I would need at least 20 hours. From there, around 5-8 hours should be used for writing the classifier algorithm that uses the unigram system to determine if a review is positive or negative. Then, 10-15 hours will be needed to collect data from various websites such as IGN for video game reviews, manually processing them to determine the sentiment for both training and testing data.