

Abstract

Game is entertainment that is played by all groups, ranging from children, adolescents, adults, men to women. Not all games can be accessed by everyone, for example paid games that can only be played if we buy the game. Before buying a game, players will definitely see a review of the game, whether the game is worth buying or not. This review will be analyzed with Sentiment Analysis. The purpose of this final project is to provide information about games on Steam. The information provided consists of positive and negative sentiments. In this study the system uses the Support Vector Machine as classification method and Information Gain as feature selection. System that uses Vector Machine Support with Information Getting an average value of 79.32% and Vector Machine Support without Information Getting the average value of 65.92%. Kernel Support Vector Machine which produces the best accuracy ie linear kernel with an accuracy of 79.32%.

Keyword : Game, Support Vector Machine, Sentiment Analysis, Information Gain, Feature Selection