

Was This Review Helpful? Translating Feedback into Priorities for Production











Antony Stevens (@thermyy)

- Interaction Designer at Archiact VR
- Former Writer and Designer at Cloudhead Games
 - Pistol Whip, Aperture Hand Lab, The Gallery
- 5+ years in community relations







ashleyriott 302 products in account





Recommended



Ashley "ashleyriott" Blake

- Senior Director of Marketing at Andromeda Entertainment
- Social Media & Community Relations Specialist at Cloudhead Games
- Building communities for over a decade with a focus on VR since 2018











Agenda

- Deciphering the data left behind in player reviews 🤔
- Why this data is important ?
- How to process and understand this data 🤓
- Visualisation and tabling the data 📊
- Metrics over time and across updates
- Taking action 🎬











Not Recommended

GDC



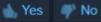
** PLAYER REVIEWS ** **

















POSTED: 21 MARCH

Why does this data matter?

- Provides insight over time and across versions
- Can act as a warning system
- Bug reporting and QA
- Knowledge is power _____

Was this review helpful?











Who should be parsing this data?

- Thank you, Community Managers 🤗
- Engaging with users, comments, and feedback daily
- Access to review tools **
- Clean data should be available for all relevant parties 🦚
- Relevant parties usually includes everyone in some capacity during the reporting stage—remember, knowledge is power!













So, you're the Community Manager 🥰

- Where is your app/IP?
 - Where are users able to leave reviews?
 - Storefronts, forums, etc.

- Learn your platforms
 - Read the documentation
 - Understand the tools available to you











Some Notes on Raw Data

- We refer to unparsed reviews as raw data
 - The information is "raw" & almost unusable
 - Reviews may contain raw emotional feedback 👪
- Utilise routine and self-care
- Normalise emotions ok
- Enforce healthy boundaries 🙅













Primary Platforms: Steam

- Anyone can check out the Steam documentation:
 - https://partner.steamgames.com/doc/home
 - Responding to reviews best practices
 - Review bomb?!
 - And more! (read the documentation!)
- Documentation regarding Reviews can be found under the "Store Presence" section
- Steam allows API access to reviews, check out the documentation to learn more













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Primary Platforms: Oculus

- Lots of resources!
- Documentation available for everyone:
 https://developer.oculus.com/resources/
- Allows you to tag your reviews directly in the developer dashboard, with appropriate access*
- Allows you to download your reviews in csv format directly





Start Tagging

- Think in objective keywords
 - Don't tag feelings! (UX)
- Start with the "most important"
 - Descending order of most helpful as rated by their peers
 - Steam exports may include a relevancy rating



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E 🔻	F	
ate	Rating	
6:08:42-08:00	5	Fitness, Music
9:54:07-08:00	5	Dear Devs, Music, Price, USER_EXPERIEN
3:47:12-08:00	5	Fitness, Good Job
7:53:55-08:00	5	Choreography, Dance, Good Job
8:19:14-08:00	5	Dance, Music
5:45:14-08:00	5	Accessibility
5:36:24-08:00	5	Fitness, Good Job
7:34:24-08:00	5	Choreo editor, Fitness, USER_EXPERIENC
06:24:55-08:00	5	More Songs, Music, Price
7:22:55-08:00	5	Cardio, Difficulty, Fitness, Music
6:05:56-08:00	5	Dance, Fitness, Good Job, USER_EXPERI

Was this review helpful



📥, Yes 🧳 No







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Tag Suggestions to Start

General: Accessibility, Audio, Bugs, Community, Competitor, Demographic, Difficulty, Gameplay, Price, User Content, Story, Graphics, Multiplayer, User Experience (UX), Performance, Networking, Leaderboards

VR: Guardian, Fitness, Motion Controls, Motion Sickness

Niche: Trigger Warning, More, Parking Lot, Hype, Offtopic, Meme





Date	Version	☆	Tags
2T22:16:1 <mark>0</mark> -07:00	1.0.2710	5	Choreo editor, Dear Devs, Fitness User Content
5T19:52:55-07:00	1.0.2313	5	Choreography, Community, Composer Devs, Demographic, Difficult GRAPHICS, Good Job, Music, Pruser_EXPERIENCE
8T13:21:14-08:00	1.0.2526	5	Choreography, Competitor, Dance Devs, Demographic, Fitness, Goo Music, Price, USER_EXPERIENCI
7T10:45:10-07:00	1.0.2597	5	Choreography, Competitor, Dance Devs, Demographic, Fitness, Mus USER_EXPERIENCE
8T13:56:46-08:00	1.0.2521	5	Choreography, Competitor, Dance Devs, Difficulty, Fitness, Good Jo USER_EXPERIENCE
4T14:37:18-08:00	1.0.2597	5	Choreography, Competitor, Dance Devs, Environment, Fitness, MOTION_SICKNESS, USER_EXP
8T23:11:57-07:00	1.0.2597	5	Choreography, Competitor, Dance Devs, Fitness, Good Job, Multipla USER_EXPERIENCE



Not Recommended



Clean up your data

- Remove/hide excess columns
- Triple check your tags for typos!
- Split your tags
- Do any other conversions as needed
 - Eg, unix timestamps to dates
 - Rename version numbers for ease









	Version	☆ Rating	
/2022	Fanatics Features	4	Fitness
/2022	Fanatics Features	5	Dear Devs
/2022	Fanatics Features	4	Fitness
/2022	Fanatics Features	5	Choreography
/2022	Fanatics Features	5	Dance
/2022	Fanatics Features	3	Accessibility
/2022	Fanatics Features	5	Fitness
/2022	Fanatics Features	4	Choreo editor
/2022	Fanatics Features	3	More Songs
/2022	Fanatics Features	5	Cardio
/2022	Fanatics Features	5	Dance
/2022	Fanatics Features	4	Cardio
/2022	Fanatics Features	5	
/2022	Fanatics Features	3	
/2022	Fanatics Features	5	



Recommended

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Phase One: Complete

- Clean data 🥽
- We have trends and intuition
- Let's get quantifying!









Sheets: Let's Explore!

- The magical Explore function
 - Button at the bottom right corner that lets you ask intuitive questions about your data.
- Embed the results as charts or graphs
 - Adjust the formula if you're spicy ;)

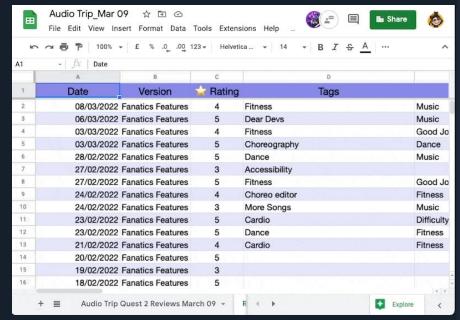


Not Recommended

869.0 hrs on record (840.1 hrs at review time)



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Was this review helpful









Tableau

- Tableau Public is free to use
- Connect Sheets to Tableau or upload directly
- Open the table in "data source"
- Highlight tag columns and select "pivot"
- Open the "workbook" for data visualization

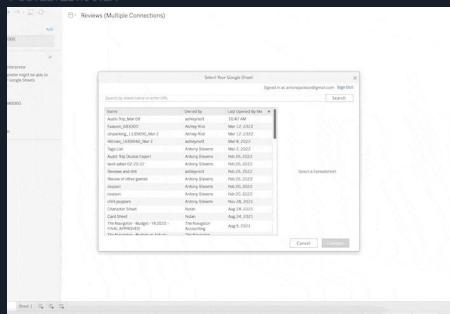


Recommended

116.9 hrs on record (87.6 hrs at review time)



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Was this review helpful









Tableau

- Tables (columns and rows)
 - Used for comparisons
- Marks (visual components)
 - Used for measurements
- Bubbles!
 - o So fun!

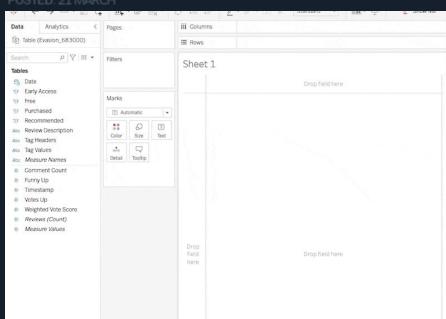


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Was this review helpful



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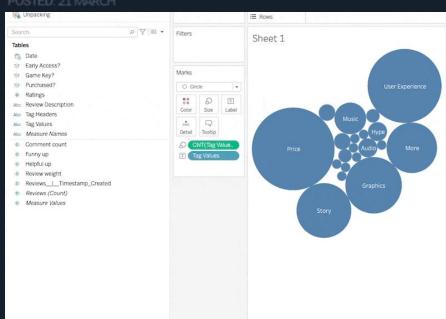
Tableau

- **Exclusions**
 - Get 'em outta here!
- Ratings
 - Convert from bool to number for average
 - Set as colour, size, whatever you fancy!



Not Recommended

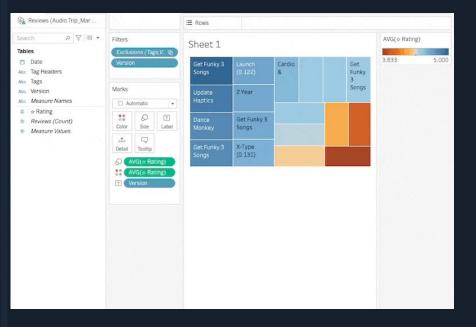














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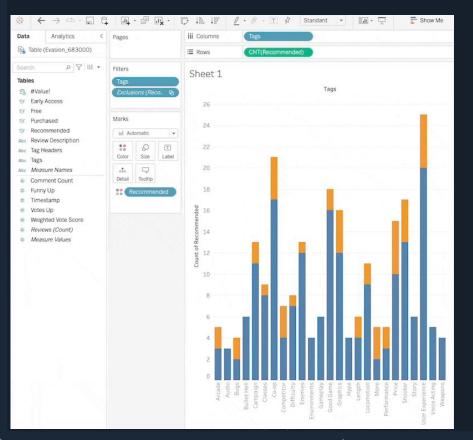
Sentiment over versions

Source: Audio Trip (Kinemotik & Andromeda)

- View sentiment over the lifecycle of the game
- Label the ratings with version number or date
- Dive into the outliers

Yes No







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Verifying your expectations

Source: Evasion (Archiact VR)

- Track sentiment of core features
- See how sentiment toward price improves with sales or price drops
- Decide what to build next!

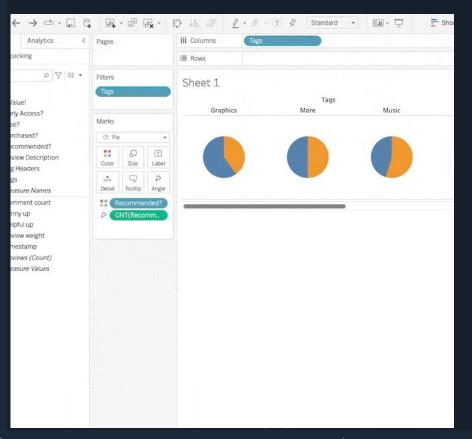
Vas this review helpful?















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Quantifying feelings

Source: *Unpacking* (Witch Beam & Humble)

- Filter feelings and sentiments into numbers
- Find trending keywords for marketing
- Uncover UX insights without the distraction!



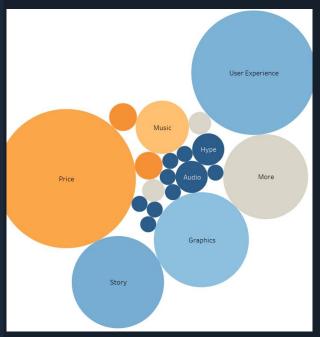


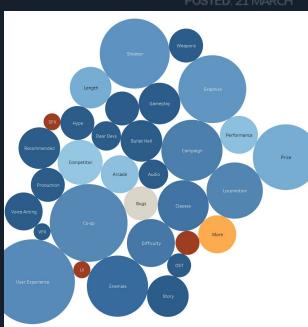
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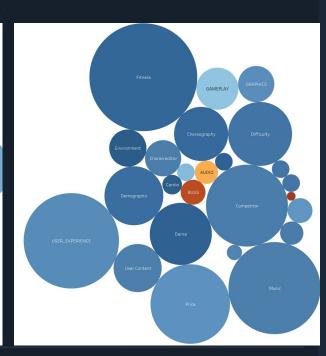


Recommended









Compare across multiple games and competitors











Not Recommended



TAKING ACTION



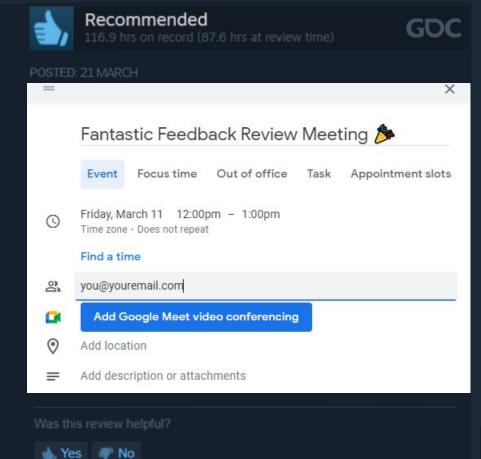






Taking Action: Reporting

- Regular meetings
- Show off your new tables
- Keep it high-level





Taking Action: Replying to Reviews

- Steam and Oculus allow developers to respond to reviews directly
- Both have documentation regarding best practices you should check out



📥 Yes 🧬 No







Recommended

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Taking Action: Addressing in an Update

- Be cognizant of development, we're a team!
 - Look for low hanging fruit
- UX, UI, and Bug reports are good to keep on people's radar
- Keep it high-level

Was this review helpful'













Taking Action: Understanding What's Left

- Not everything can be a priority
- Track unaddressed over time
- Don't get bitter, get better... data to support a priority you think is worth it to the user base 📙
- Be diligent and patient, it will pay off 🤑
- Celebrate your wins 🥳











Recommended



Celebrate 🎉

- Create celebrations around positive feedback 65
- Dismantle negative bias \(^{\sqrt{}}\)
- Act as an archive of appreciation
- Will be needed in times you least expect 🥳

. Yes No











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Final Notes

- M Don't Panic
 - Objectivity
 - High-level
- 🕨 Remember Positive Ratios 👍
- Disproportionate? It's important to keep things in perspective
- Read the documentation
- Prioritize your mental health

Yes No







Was this GDC session helpful?



Was this review helpful



