

# Community Sentiment Reports: Quantifying Feelings

### Karen Lee

Senior Community Manager

@ Respawn



# It's me. Karen Lee.

### Current role:

Senior Community Manager — Respawn Entertainment



### Previous roles:







### Find me:

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# Numbers? Math?!



# Why do I need Sentiment Reports?



More gamers than you might think engage in such behavior—even the more casual personas. According to our 2021 Consumer Insights:

- ✓ In the past six months, 80% of gamers in North America and Western Europe talked about games with peers.
- ✓ 61% engaged with gaming communities
- And 60% visited gaming websites/blogs/listened to podcasts.

Jakob, Jutta. "Community Matters: How & Why People Engage with Games During the Pandemic." Newzoo, 3 Jun. 2021, https://newzoo.com/insights/articles/community-matters-how-why-people-engage-with-games-during-the-pandemic



# Why do I need Sentiment Reports?



70

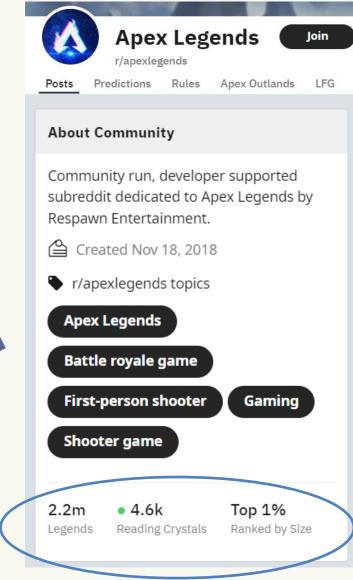
gaming related Tweets per second.

Twitter internal data (Semantic Core). Tweet volume. June 20, 2020 - June 20, 2021. Global.



 As of November 20, we've seen 2.5+ billion total comments, a 7% increase YoY, and 24+ billion upvotes.





### Sources:

Twitter Marketing. <a href="https://marketing.twitter.com/en/collections/gaming">https://marketing.twitter.com/en/collections/gaming</a>. Accessed 8 February 2023.

"Revealing This Year's Reddit Recap, Where We Highlight How Redditors Kept It Real in 2022." Reddit, 8 Dec. 2022, <a href="https://www.redditinc.com/blog/reddit-recap-2022-global">https://www.redditinc.com/blog/reddit-recap-2022-global</a>



# Why do I need Sentiment Reports?

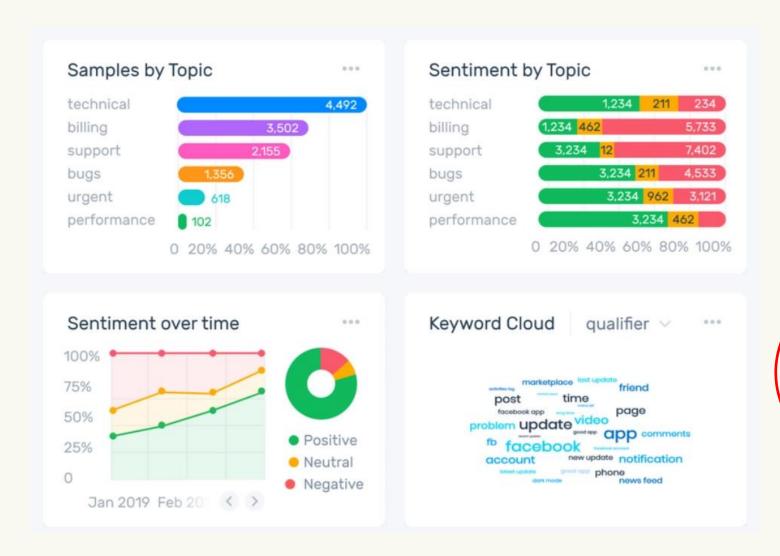


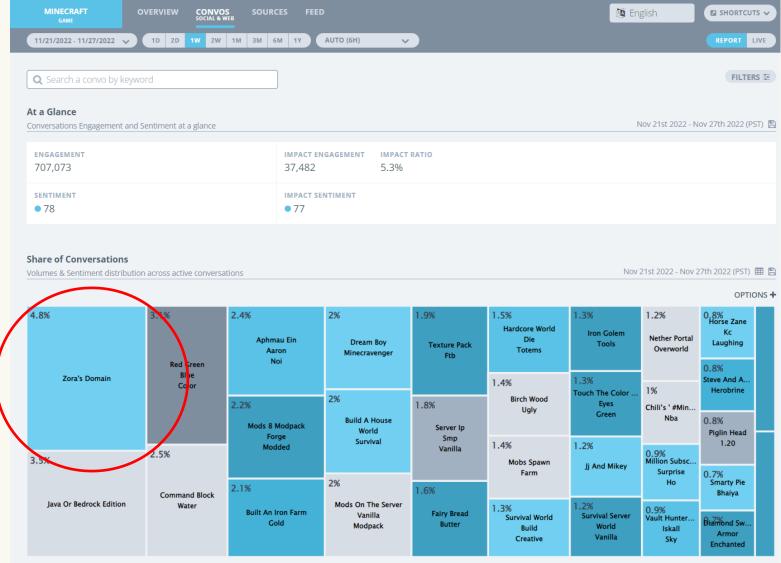


# Keep in mind...

- You should already be:
  - Doing good community management
  - Generating community conversations
  - Fostering places for players to rally (Reddit, forums, social media)
- Without community manager or listening specialist context, the data that listening/sentiment tools spits back out are just numbers

# Sentiment Tools





Source: MonkeyLearn (left) Spiketrap (right)

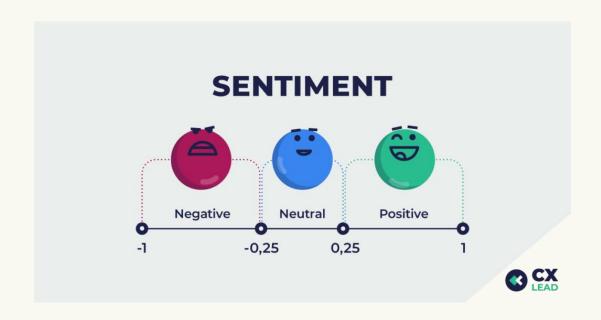


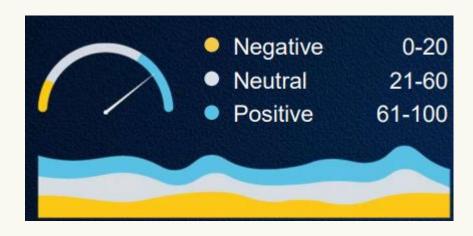


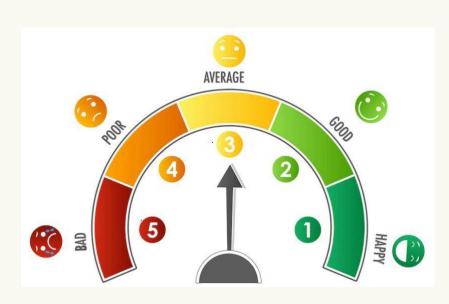
Every team is different but...

### **WORK WITH YOUR GAME'S LEADERSHIP TEAM!**

### **NUMERICAL SCORE**



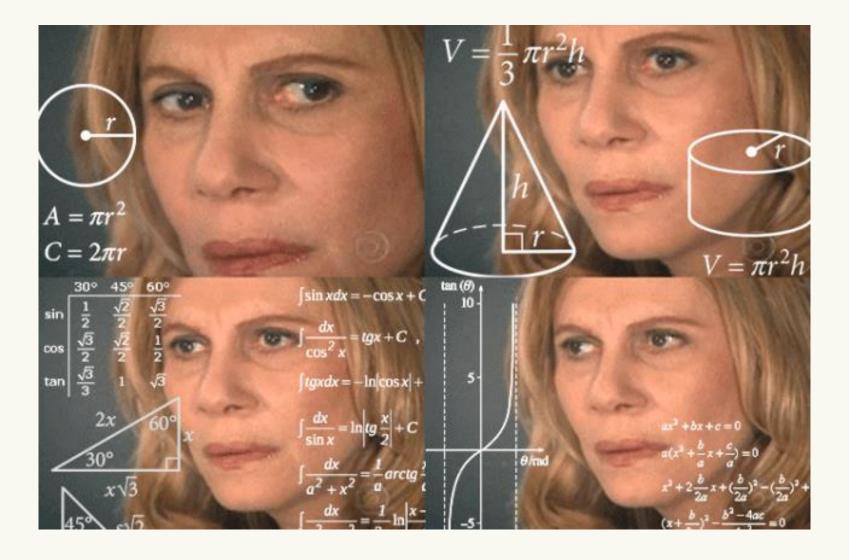




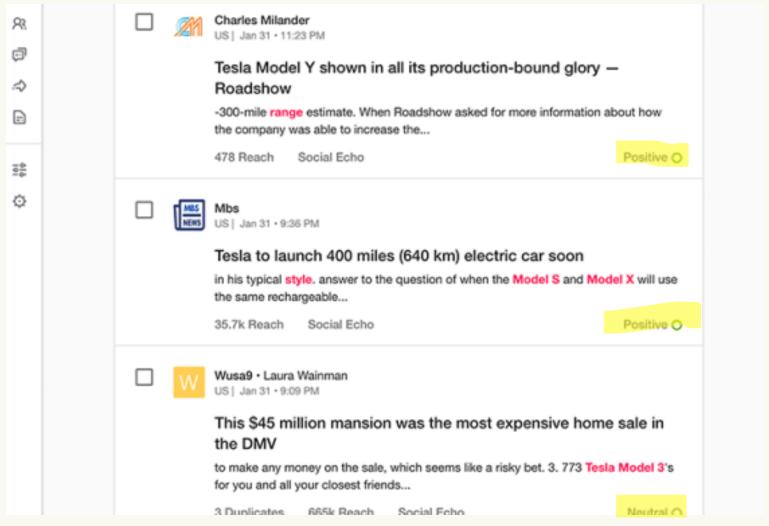
Source: The CX Lead (left) Spiketrap (middle) EPAM SolutionsHub (right)



### **NUMERICAL SCORE**



### **NUMERICAL SCORE**



JennyT • 47.7K Followers

with twitter.com

Positive 

To tall 2

Just visited Tessaro's Restaurant in Chicago. Excellent food, wonderful ambiance and great service!

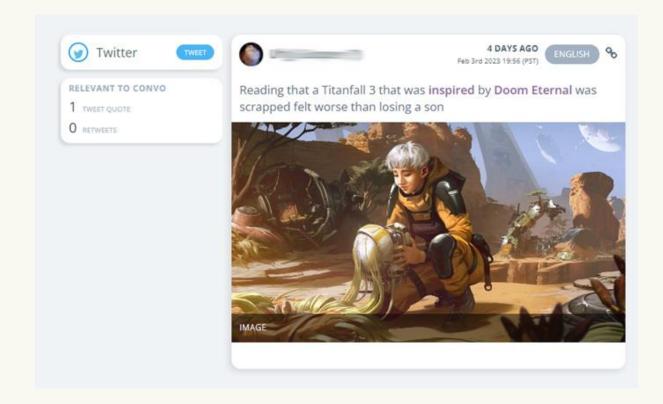
Robert J. 

Robert J. 

And the last of th

Source: Meltwater (left) Brand24 (right)

### **NUMERICAL SCORE**



Talked with our account manager

Score updated!

Source: Spiketrap



### **SNAPSHOT SUMMARY**

Our sentiment dropped last week due to some disappointment in private matches' 30 player minimum requirement, as well as the <u>15.1 server issues</u> that made for an unpleasant experience for players in the first day or so following the update.

On the positive side, players are talking about the Spellbound offerings (liking the emotes, cosmetics, and theming) and as Horizon got an <u>unintentional early nerf</u>, players were glad when we announced it was an oopsie that it went out with 15.1.

For neutral drivers, players are talking about the Seer Heirloom (with special attention to its inspect animation), aim assist, and pub vs ranked games. Control faced some criticisms in its return due to matchmaking, teammates quality, and debates on the best strategy for this game mode.



### REFERENCE POINTS





# TOP CONVERSATION DRIVERS + ASSOCIATED SENTIMENT

### **Highest positive convo drivers**

Players love the new Lifeline SFTO and learning more about her lore (sentiment:



### **NEGATIVE/POSITIVE TOPICS**

**TOP 5 POSITIVE TOPICS** 

**TOP 5 NEGATIVE TOPICS** 



### IT WILL EVOLVE!!



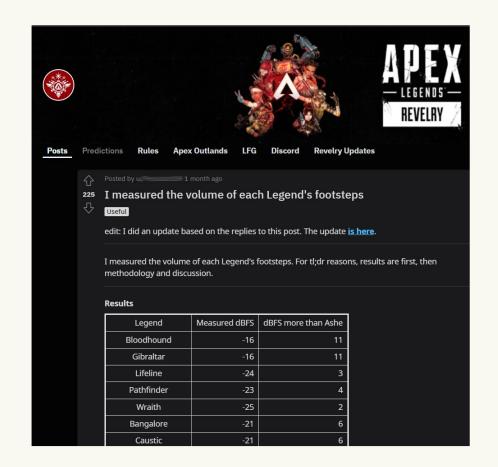
# Example use cases

Sound issues popping up



Bugs (keyword: audio)

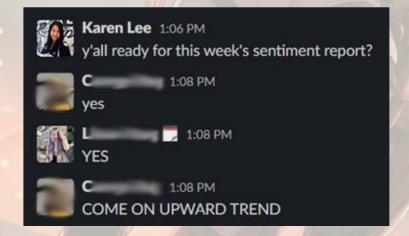




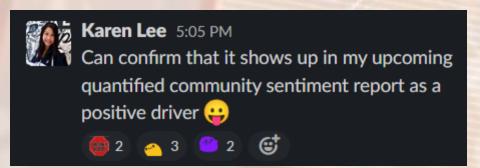


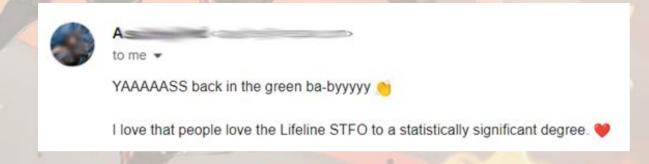
# Example use cases

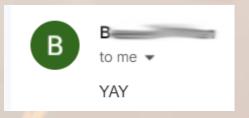
Celebratory moments!











# Other example cases

- Gauge future decisions
- Ask to separate Mobile vs HD
- Identifying potential growth avenues or positive sentiment boosters



# Making useful reports

You want to make sure your reports are:

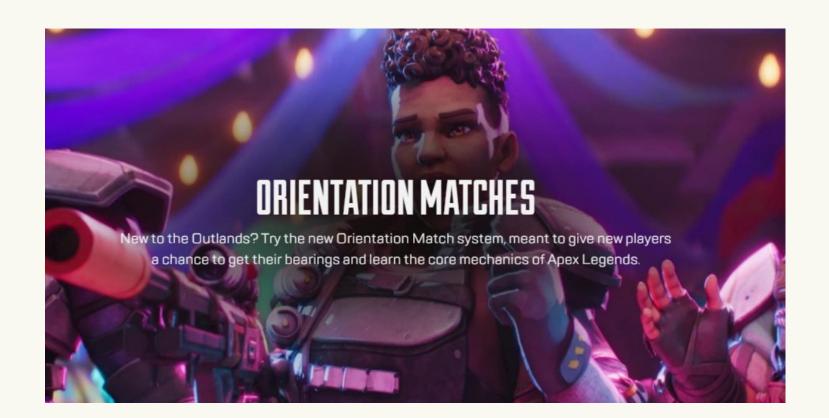
- Digestible
- Accessible via multiple outlets
- Surfaced
- Consistent /comparable

Data by itself is useless. Data is only useful if you use it!

# What about Qualitative Data?

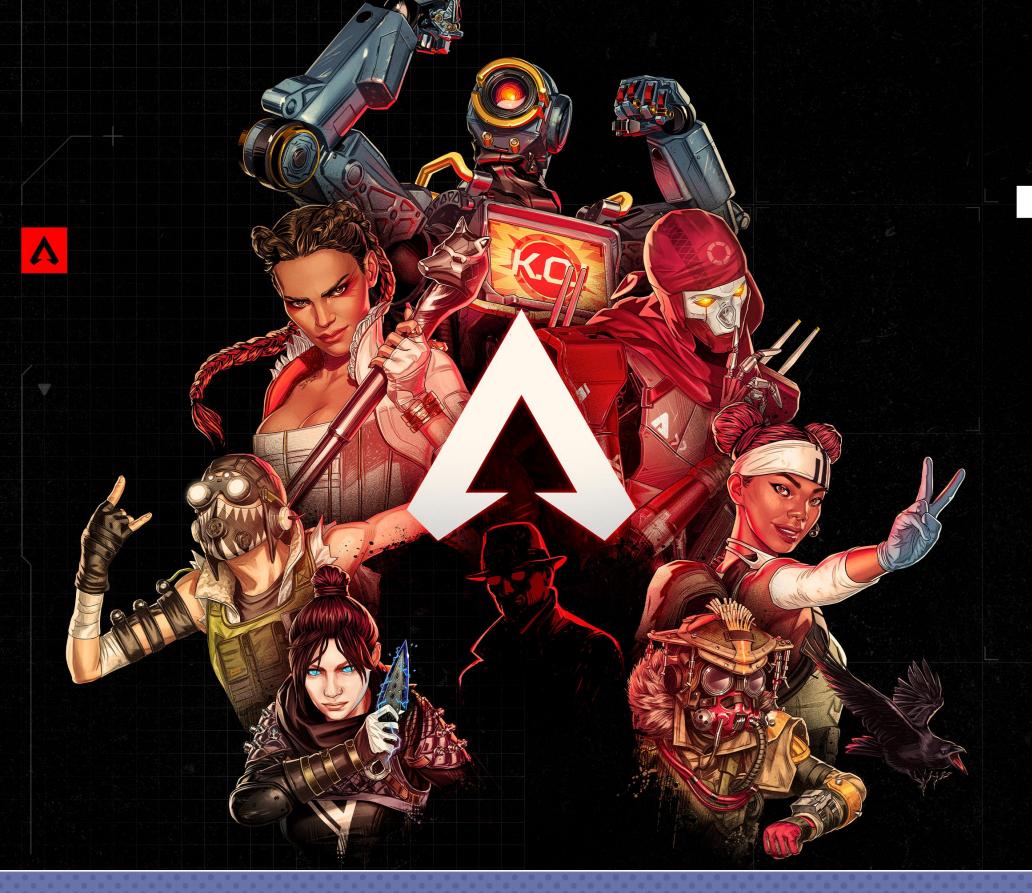
### Still needed for:

- Quick analysis (vs. sentiment tools scraping data/compilation time)
- Topics with low mentions









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