

LAMPIRAN

L 1 Scrapping data

```
[ ] Scrape jumlah ulasan yang diinginkan
from google_play_scraper import Sort, reviews

result, continuation_token = reviews(
    'com.kitkagames.fallbuddies',
    lang='id', #bahasa
    country='id', #negara
    sort=Sort.NEWEST, #sort untuk mendapatkan ulasan yang relevan
    count=1500, #jumlah dataset yang mau diambil
    filter_score_with_none #kemudian di filter_score kita gunakan None untuk mengambil semua score atau rating bintang 1 sampai 5
)
```

df_studial > df_studial.info(verbose=False)

df_studial > df_studial.groupby('score').agg({'review': 'first'})

df_studial.head()

| reviewId | userName | userImage | content | score | timestamp | reviewTimestamp | at | reviewContent | reviewAt | updateAt |
|--------------------------------------|----------------------|---------------------------------------|---|-------|---------------------|-----------------|------------|----------------------|---------------------|------------|
| 79a313d-e19d-44ef-9777-0ab1876aab6 | Firm Rocky | https://lh3.googleusercontent.com/... | gamernya sangat bagus,otak untuk pemaman bac... | 3 | 2024-06-23 14:44:56 | 16-06-2024 | 16-06-2024 | None | 16-06-2024 | 16-06-2024 |
| d6240c59-96ef-440e-814c-b65af4bb51a | 2021 R | https://lh3.googleusercontent.com/... | Elekkkkkkk sensnnnnnn nek ngeinggggg parahh... | 1 | 2024-06-23 14:40:03 | 16-06-2024 | 16-06-2024 | None | 16-06-2024 | 16-06-2024 |
| e7a1abb9-1ef2-4a89-4005-5c94f3c0ffa5 | Akmal Yusuf | https://lh3.googleusercontent.com/... | Gem embere kecil tapi enggak kaya yang dipikim | 1 | 2024-06-23 14:39:58 | 16-06-2024 | 16-06-2024 | None | 16-06-2024 | 16-06-2024 |
| 76ba1783-53b3-4249-5796-7bc34D65991 | Muhammad Jarin Albar | https://lh3.googleusercontent.com/... | gamernya rusak saya gabisa login | 1 | 2024-06-23 14:38:39 | 16-06-2024 | 16-06-2024 | Muhammad Jarin Albar | 2024-06-23 11:07:51 | None |
| ecb76fd-8bb5-4a40-bbdc-20467df3071e | Almas Woodcraft | https://lh3.googleusercontent.com/... | Game Jan Cok game gara anak gendang | 1 | 2024-06-23 14:35:49 | 16-06-2024 | 16-06-2024 | Almas Woodcraft | 2024-06-22 10:26:29 | 16-06-2024 |

Data yang di filter

```
df_studial[['reviewId', 'userName', 'score', 'at', 'content']].head() #dari kolom tsb kita filter
#sehingga didapatkan kolom username, score, at dan content
```

L 2 Preprocessing

1. Pelabelan

```
def pelabelan(score):
    if score < 3:
        return 'Negatif'
    elif score == 3:
        return 'Netral'
    elif score > 3:
        return 'Positif'
    else:
        return 'Netral'

df_studial['label'] = df_studial['score'].apply(pelabelan)
df_studial.head(1000)
```

| reviewId | userName | score | label |
|----------|----------------------|-------|---------|
| 0 | Firm Rocky | 3 | Netral |
| 1 | 2021 R | 1 | Negatif |
| 2 | Akmal Yusuf | 1 | Negatif |
| 3 | Muhammad Jarin Albar | 1 | Negatif |
| 4 | Almas Woodcraft | 1 | Negatif |
| ... | ... | ... | ... |
| 1495 | | 1 | Negatif |
| 1496 | | 5 | Positif |
| 1497 | | 1 | Negatif |
| 1498 | | 5 | Positif |
| 1499 | | 5 | Positif |

2. Cleaning

```
import pandas as pd
pd.set_option('display.max_columns', None)
wv_df = pd.read_csv('dataset/shakespeare_1611_labels.csv')
wv_df.head(1000)
```

| | content | score | Label |
|------|---|-------|---------|
| 0 | gamanya sangat bagus,book struk peminat bec... | 3 | Positif |
| 1 | Chkkkkkkk kaaaaaessssss nak ngelinggasss parrh... | 1 | Negatif |
| 2 | Gem andawo best tapi enggak kaya yang dipikn... | 1 | Negatif |
| 3 | gamanya enak kaya game login | 1 | Negatif |
| 4 | Game Jan Cok game game anak gendang | 1 | Negatif |
| ... | ... | ... | ... |
| 1495 | Kenapa enteg w mau gara tau mau dasar aka L... | 1 | Negatif |
| 1496 | ... | 3 | Positif |
| 1497 | ... | 1 | Negatif |
| 1498 | Game nya sangat seru enak | 3 | Positif |
| 1499 | ... | 3 | Positif |

3. Preprocessing

```
PREPROCESSING
import pandas as pd
df = pd.read_csv('dataset/shakespeare_1611_cleaning_preprocessing.csv')
df.head(1000)
```

| | content | score | Label |
|------|--|-------|---------|
| 0 | Chkkkkkk kaaaaaessssss nak ngelinggasss parrh... | 1 | Negatif |
| 1 | Gem andawo best tapi enggak kaya yang dipikn... | 1 | Negatif |
| 2 | gamanya enak kaya game login | 1 | Negatif |
| 3 | Game Jan Cok game game anak gendang | 1 | Negatif |
| 4 | Makaud nya ap kok kaya gh kenapa napa lha bb... | 1 | Negatif |
| ... | ... | ... | ... |
| 1289 | BANG GWAH NYA BANGU TANH NGOLFK TERBUS ENCK | 3 | Positif |
| 1290 | Kenapa enteg w mau gara tapi mau dipak ddn L... | 1 | Negatif |
| 1291 | ... | 3 | Positif |
| 1292 | ... | 1 | Negatif |
| 1293 | Game nya sangat seru enak | 3 | Positif |
| 1294 | ... | 3 | Positif |

4. Case folding

```
CASE FOLDING
import re
def clean_text(text):
    wv_df['clean_text'] = wv_df['content'].apply(lambda x: re.sub(r'[^a-zA-Z ]', '', x))
    wv_df['clean_text'] = wv_df['clean_text'].apply(lambda x: x.lower())
    return wv_df

wv_df['clean_text'] = wv_df['content'].apply(lambda x: re.sub(r'[^a-zA-Z ]', '', x))
wv_df['clean_text'] = wv_df['clean_text'].apply(lambda x: x.lower())
wv_df.head(1000)
```

| | content | score | Label | clean_text |
|------|--|-------|---------|--|
| 1 | Chkkkkkk kaaaaaessssss nak ngelinggasss parrh... | 1 | Negatif | chkkkkkk kaaaaaessssss nak ngelinggasss parrh... |
| 2 | Gem andawo best tapi enggak kaya yang dipikn... | 1 | Negatif | gem andawo best tapi enggak kaya yang dipikn... |
| 3 | gamanya enak kaya game login | 1 | Negatif | gamanya enak kaya game login |
| 4 | Game Jan Cok game game anak gendang | 1 | Negatif | game jan cok game game anak gendang |
| 5 | Makaud nya ap kok kaya gh kenapa napa lha bb... | 1 | Negatif | makaud nya ap kok kaya gh kenapa napa lha bb... |
| ... | ... | ... | ... | ... |
| 1289 | BANG GWAH NYA BANGU TANH NGOLFK TERBUS ENCK | 3 | Positif | bang gwah nya bangu tanh ngolfk terbus enck |
| 1290 | Kenapa enteg w mau gara tapi mau dipak ddn L... | 1 | Negatif | kenapa enteg w mau gara tapi mau dipak ddn l... |
| 1291 | ... | 3 | Positif | ... |
| 1292 | ... | 1 | Negatif | ... |
| 1293 | Game nya sangat seru enak | 3 | Positif | game nya sangat seru enak |
| 1294 | ... | 3 | Positif | ... |


```

1 from random import RandomFactory, RandomFactory
2 from random import RandomFactory
3 from random import RandomFactory
4 from random import RandomFactory
5 from random import RandomFactory
6 from random import RandomFactory
7 from random import RandomFactory
8 from random import RandomFactory
9 from random import RandomFactory
10 from random import RandomFactory
11 from random import RandomFactory
12 from random import RandomFactory
13 from random import RandomFactory
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91 from random import RandomFactory
92 from random import RandomFactory
93 from random import RandomFactory
94 from random import RandomFactory
95 from random import RandomFactory
96 from random import RandomFactory
97 from random import RandomFactory
98 from random import RandomFactory
99 from random import RandomFactory
100 from random import RandomFactory

```

```

1 : a1a1a1a1a1 : a1a1a1a1a1
2 : a1a1a1a1a1 : a1a1a1a1a1
3 : a1a1a1a1a1 : a1a1a1a1a1
4 : a1a1a1a1a1 : a1a1a1a1a1
5 : a1a1a1a1a1 : a1a1a1a1a1
6 : a1a1a1a1a1 : a1a1a1a1a1
7 : a1a1a1a1a1 : a1a1a1a1a1
8 : a1a1a1a1a1 : a1a1a1a1a1
9 : a1a1a1a1a1 : a1a1a1a1a1
10 : a1a1a1a1a1 : a1a1a1a1a1
11 : a1a1a1a1a1 : a1a1a1a1a1
12 : a1a1a1a1a1 : a1a1a1a1a1
13 : a1a1a1a1a1 : a1a1a1a1a1
14 : a1a1a1a1a1 : a1a1a1a1a1
15 : a1a1a1a1a1 : a1a1a1a1a1
16 : a1a1a1a1a1 : a1a1a1a1a1
17 : a1a1a1a1a1 : a1a1a1a1a1
18 : a1a1a1a1a1 : a1a1a1a1a1
19 : a1a1a1a1a1 : a1a1a1a1a1
20 : a1a1a1a1a1 : a1a1a1a1a1
21 : a1a1a1a1a1 : a1a1a1a1a1
22 : a1a1a1a1a1 : a1a1a1a1a1
23 : a1a1a1a1a1 : a1a1a1a1a1
24 : a1a1a1a1a1 : a1a1a1a1a1
25 : a1a1a1a1a1 : a1a1a1a1a1
26 : a1a1a1a1a1 : a1a1a1a1a1
27 : a1a1a1a1a1 : a1a1a1a1a1
28 : a1a1a1a1a1 : a1a1a1a1a1
29 : a1a1a1a1a1 : a1a1a1a1a1
30 : a1a1a1a1a1 : a1a1a1a1a1
31 : a1a1a1a1a1 : a1a1a1a1a1
32 : a1a1a1a1a1 : a1a1a1a1a1
33 : a1a1a1a1a1 : a1a1a1a1a1
34 : a1a1a1a1a1 : a1a1a1a1a1
35 : a1a1a1a1a1 : a1a1a1a1a1
36 : a1a1a1a1a1 : a1a1a1a1a1
37 : a1a1a1a1a1 : a1a1a1a1a1
38 : a1a1a1a1a1 : a1a1a1a1a1
39 : a1a1a1a1a1 : a1a1a1a1a1
40 : a1a1a1a1a1 : a1a1a1a1a1
41 : a1a1a1a1a1 : a1a1a1a1a1
42 : a1a1a1a1a1 : a1a1a1a1a1
43 : a1a1a1a1a1 : a1a1a1a1a1
44 : a1a1a1a1a1 : a1a1a1a1a1
45 : a1a1a1a1a1 : a1a1a1a1a1
46 : a1a1a1a1a1 : a1a1a1a1a1
47 : a1a1a1a1a1 : a1a1a1a1a1
48 : a1a1a1a1a1 : a1a1a1a1a1
49 : a1a1a1a1a1 : a1a1a1a1a1
50 : a1a1a1a1a1 : a1a1a1a1a1
51 : a1a1a1a1a1 : a1a1a1a1a1
52 : a1a1a1a1a1 : a1a1a1a1a1
53 : a1a1a1a1a1 : a1a1a1a1a1
54 : a1a1a1a1a1 : a1a1a1a1a1
55 : a1a1a1a1a1 : a1a1a1a1a1
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59 : a1a1a1a1a1 : a1a1a1a1a1
60 : a1a1a1a1a1 : a1a1a1a1a1
61 : a1a1a1a1a1 : a1a1a1a1a1
62 : a1a1a1a1a1 : a1a1a1a1a1
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70 : a1a1a1a1a1 : a1a1a1a1a1
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88 : a1a1a1a1a1 : a1a1a1a1a1
89 : a1a1a1a1a1 : a1a1a1a1a1
90 : a1a1a1a1a1 : a1a1a1a1a1
91 : a1a1a1a1a1 : a1a1a1a1a1
92 : a1a1a1a1a1 : a1a1a1a1a1
93 : a1a1a1a1a1 : a1a1a1a1a1
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95 : a1a1a1a1a1 : a1a1a1a1a1
96 : a1a1a1a1a1 : a1a1a1a1a1
97 : a1a1a1a1a1 : a1a1a1a1a1
98 : a1a1a1a1a1 : a1a1a1a1a1
99 : a1a1a1a1a1 : a1a1a1a1a1
100 : a1a1a1a1a1 : a1a1a1a1a1

```

L 3 Visualisasi wordcloud



9. Split data

```
PEMBAGIAN DATA

# Membagi data menjadi data training dan testing dengan test_size = 0.25 dan random_state nya 0
from sklearn.model_selection import train_test_split
X_train, X_test, y_train, y_test = train_test_split(data_clean['content'], data_clean['label'],
                                                test_size = 0.25,
                                                random_state = 0)
```

L 4 TF-IDF

```
TF-IDF

+ Code + Text

| | from sklearn.feature_extraction.text import TfidfVectorizer
| |
| | tfidf_vectorizer = TfidfVectorizer()
| | tfidf_train = tfidf_vectorizer.fit_transform(X_train)
| | tfidf_test = tfidf_vectorizer.transform(X_test)
| |
| | print(X_train.shape)
| | print(y_train.shape)
| | print(X_test.shape)
| | print(y_test.shape)
| |
| | (1063,)
| | (1063,)
| | (263,)
| | (263,)
```

```
from sklearn.feature_extraction.text import CountVectorizer

vectorizer = CountVectorizer()
vectorizer.fit(X_train)

+ CountVectorizer
CountVectorizer()

| | X_train = vectorizer.transform(X_train)
| | X_test = vectorizer.transform(X_test)
```

L 5 Naive bayes

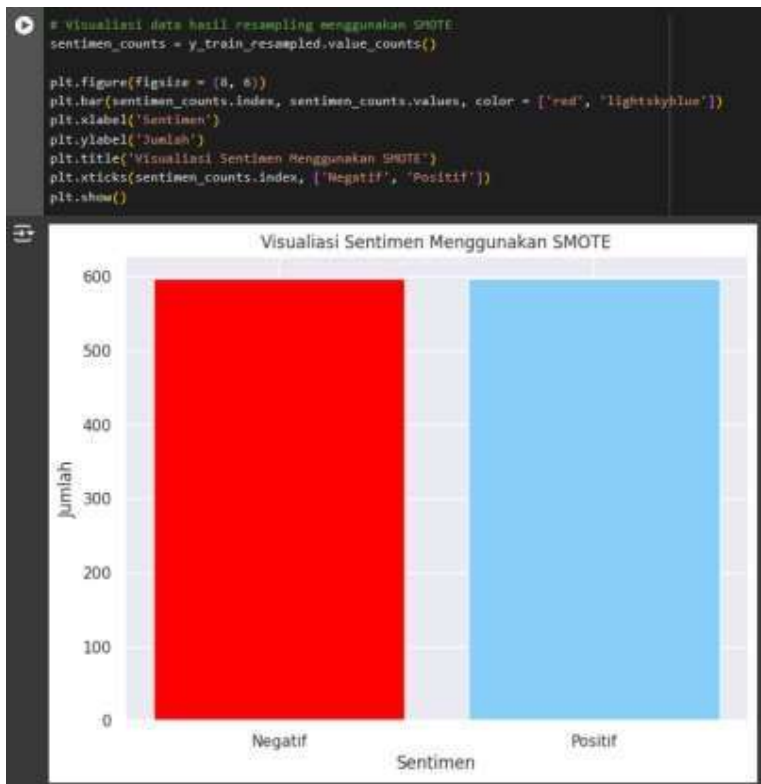
```
from sklearn.naive_bayes import MultinomialNB

nb = MultinomialNB()
nb.fit(tfidf_train, y_train)

+ MultinomialNB
MultinomialNB()
```

L 6 Smote

```
# Melakukan oversampling SMOTE pada data latih
smote = SMOTE(random_state = 0)
X_train_resampled, y_train_resampled = smote.fit_resample(X_train, y_train)
```



10. Evaluasi model

```

from sklearn.metrics import accuracy_score
accuracy = accuracy_score(y_test, y_pred)

import pandas as pd
from sklearn.feature_extraction.text import TfidfVectorizer
from sklearn.naive_bayes import MultinomialNB
from sklearn.metrics import accuracy_score, precision_score, recall_score, f1_score
from sklearn.model_selection import train_test_split
from sklearn.metrics import classification_report
from sklearn.metrics import confusion_matrix
import matplotlib.pyplot as plt

clf = MultinomialNB()
clf.fit(X_train, y_train)
predicted = clf.predict(X_test)

print("\nConfusion Matrix", accuracy_score(y_test, predicted))
print("\nConfusion Matrix", precision_score(y_test, predicted), average="binary", pos_label="Negatif")
print("\nConfusion Matrix", recall_score(y_test, predicted), average="binary", pos_label="Negatif")
print("\nConfusion Matrix", f1_score(y_test, predicted), average="binary", pos_label="Negatif")

print("\nConfusion Matrix (confusion_matrix(y_test, predicted))")
print("-----")
print(classification_report(y_test, predicted, zero_division=0))

# Calculate confusion matrix
cm = confusion_matrix(y_test, predicted)

# Assign confusion matrix values
tn, fp, fn, tp = cm.ravel()

print("True Positive : ", tp)
# accuracy score
print("True Negative : ", tn)
# Precision score
print("True Positive : ", fp)
# Recall score
print("True Negative : ", fn)

```

```

MultinomialNB Accuracy: 0.8620689655172413
MultinomialNB Precision: 0.8461538461538461
MultinomialNB Recall: 0.7777777777777778
MultinomialNB f1_score: 0.8105263157894737
confusion_matrix:
[[ 77 22]
 [ 14 148]]
=====

```

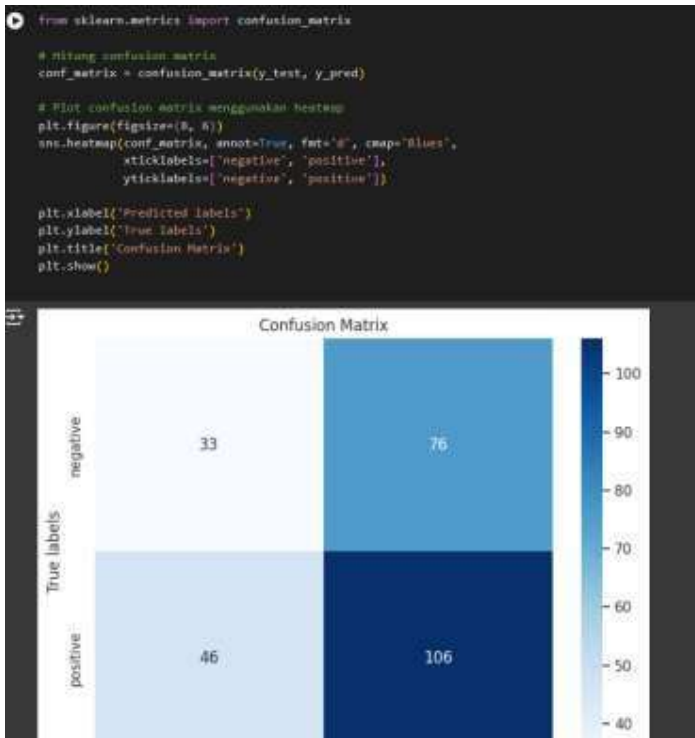
| | precision | recall | f1-score | support |
|--------------|-----------|--------|----------|---------|
| Negatif | 0.85 | 0.78 | 0.81 | 99 |
| Positif | 0.87 | 0.91 | 0.89 | 162 |
| accuracy | | | 0.86 | 261 |
| macro avg | 0.86 | 0.85 | 0.85 | 261 |
| weighted avg | 0.86 | 0.86 | 0.86 | 261 |

```

True Positive : 148
True Negative : 77
False Positive : 22
False Negative : 14

```

11. Confusion matrix





Jadwal penelitian

| No | Kegiatan | Februari | Maret | April | Mei | Juni | Juli |
|----|--|----------|-------|-------|-----|------|------|
| 1 | Pengajuan judul rta | | | | | | |
| 2 | Persiapan menyusun proposal | | | | | | |
| 3 | Pengumpulan data | | | | | | |
| 4 | Pengolahan dan analisis data | | | | | | |
| 5 | Implementasi algoritma analisis sentimen | | | | | | |
| 6 | Analisis hasil | | | | | | |
| 7 | Penyusunan laporan | | | | | | |
| 8 | Sidang seminar hasil | | | | | | |

Research Results of Sentiment Analysis of "Stumble Guys" Game Reviews on Play Store



Chantal meunier · 201700447020@unil.ac.id
@support

6:55 PM (1 minutes ago) ☆ ↶ ⋮

To the Development Team of "Stumble Guys",

My name is Awanj Hejuna Nurdy, a student and researcher interested in sentiment analysis of user reviews on the Google Play Store. I have conducted a study titled "**Sentiment Analysis of Stumble Guys Game Reviews on Play Store Using Naive Bayes Algorithm**". In this research, I used the Naive Bayes algorithm to classify user reviews into positive and negative sentiments.

Here is a summary of my research findings:

- **Accuracy:** 86.21%
- **Positive Precision:** 87%
- **Negative Precision:** 35%
- **Positive Recall:** 91%
- **Negative Recall:** 78%
- **Positive F1-Score:** 89%
- **Negative F1-Score:** 81%

With a fairly high accuracy rate, this model is able to accurately predict the majority of reviews. These results can provide useful insights into how users feel and rate the game "Stumble Guys".

I hope that the findings of this research can assist the development team in improving the game's quality and user experience.








Thank you for your attention and cooperation.




One attachment · Scanned by Gmail



KARTU KENDALI BIMBINGAN LAPORAN KARYA ILMIAH

Nama Mahasiswa : Awang herjunie nurdy
NIM : 2011102441020
Nama Dosen Pembimbing : Abdul Rahim, S.Kom., M.Cs
Judul Penelitian : ANALISIS SENTIMEN ULASAN GAME STUMBLE GUYS
PADA PLAYSTORE MENGGUNAKAN ALGORITMA NAÏVE
: BAYES

| No | Tanggal | Uraian Pembimbing | Paraf Dosen |
|----|--------------|--|---|
| 1 | May 2, 2024 | bimbingan bab 1 dan menambahkan jurnal international pada latar belakang |  |
| 2 | May 7, 2024 | revisi rumusan masalah dan manfaat penelitian |  |
| 3 | May 13, 2024 | revisi penulisan dan sesuaikan dengan pedoman penulisan |  |
| 4 | May 16, 2024 | bimbingan bab 2 alur penelitian dan obyek penelitian |  |
| 5 | May 23, 2024 | revisi tahapan penelitian yang masih kurang |  |
| 6 | June 3, 2024 | revisi pada obyek penelitian, tentang stumble guys |  |
| 7 | June 5, 2024 | jadwal penelitian harus menyesuaikan waktu dengan awal mulai semester dan menambahkan jadwalnya sesuai dengan kegiatan |  |

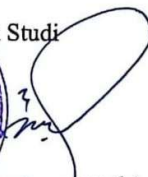
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| 8 | June 10, 2024 | bimbingan bab 3 dan revisi pada preprocessing menambahkan hasil preprocessing |  |
| 9 | June 24, 2024 | bimbingan bab 3, dan memperbaiki format penulisan menghapus point-point menggunakan (i),(ii) dan (iii) untuk sub bab |  |
| 10 | June 25, 2024 | bimbingan bab 3 dan 4 simpulan dan saran dan merapikan penulisan dengan rata kiri dan paragraf |  |

Dosen Pembimbing



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Mengetahui

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(NIDN.1118019202)

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by Teknik Informatika Universitas Muhammadiyah Kalimantan Timur

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RIWAYAT HIDUP



Nama lengkap penulis adalah awang herjunie nurdy, Lahir di kota tenggarong, 24 juni 2002. Penulis merupakan anak ke 1 dari 3 bersaudara, penulis berkebangsaan indonesia dan suku kutai dan beragama islam, saat ini penulis tinggal di tenggarong, kalimantan timur. Penulis memulai pendidikan dasar di sekolah dasar sdn 004 tenggarong pada tahun 2008 sampai 2014, kemudian penulis melanjutkan pendidikan di sekolah menengah pertama negeri 2 tenggarong pada tahun 2014 hingga tahun 2017, dan setelah itu melanjutkan sekolah menengah kejuruan negeri 2 tenggarong pada tahun 2018 hingga tahun 2020 pendidikan dilanjutkan di universitas muhammadiyah kalimantan timur dan mengambil program studi S1 Teknik Informatika pada tahun 2020.