Abstract

Video games are one of the entertainments that have the most rapid development compared to other forms of entertainment such as movies or music. Due to its rapid development, many games need to be reviewed to determine whether the game is worth playing or not. In general, reviews are divided into 2 opinions, namely negative and positive reviews. However, there are also reviews that cannot be categorized as positive or negative by the computer because they have ambiguous words. Therefore we need a method that can help the computer in determining the category of the review. One of the methods used is the sentiment analysis method. In this study, the authors conducted research on the valorant game review dataset with the information gain method using two classifiers, namely Support Vector Machine and Multinomial Naive Bayes and produced the greatest accuracy for the Multinomial Naive Bayes classifier method with an accuracy of 87%.

Kata kunci : Analisis Sentimen, *Information Gain*, *review*, *Multinomial Naive Bayes*, *Support Vector Machine*.