

ABSTRACT

Steam, as a digital game distribution platform, provides a text-based review feature and a simple rating system using “Recommended” or “Not Recommended” labels to reflect users’ opinions on a game. However, discrepancies between the content of reviews and the given ratings are often found, including in reviews of games nominated for the Game of The Year (GOTY) 2024. This inconsistency indicates that user ratings do not always reflect the actual sentiment expressed in the review text. This study aims to build a sentiment classification model using the Long Short-Term Memory (LSTM) algorithm combined with Word2Vec-based word embeddings to identify sentiment directly from review texts. Review data were collected through scraping and processed through several stages, including preprocessing, Word2Vec embedding training, and LSTM model training with various parameter configurations. The model was evaluated based on the impact of LSTM architectural parameters, such as the number of layers, units, dropout, and learning rate. The study also assessed the alignment between the model's predicted sentiment and user-provided ratings to understand how well explicit sentiment matches user decisions. Experimental results show that the LSTM model with two layers, 128 units, a (0,4) dropout rate, and a (0,001) learning rate achieved the highest accuracy of (82,72%) using Word2Vec Skip-gram with a vector size of 100 and a window size of 10. This model can serve as a primary reference for identifying sentiment in reviews and assessing whether user reviews align with their ratings.

Keywords: *steam, GOTY, sentiment analysis, Long Short-Term Memory, Word2Vec*