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Research on the User's Demands on Information of Video Game Resources for Subject Access

Hitomi MOHRI
Master's Degree Student, Graduate
School of Letters, Ritsumeikan
University
603-8577 Kitamachi, Toji-in, Kita-ku,
Kyotoshi, Japan
lt0568fk@ed.ritsumeai.ac.jp

Kazufumi FUKUDA
Visiting Researcher, Kinugasa
Research Organiation, Ritsumeikan
University
603-8577 Kitamachi, Toji-in, Kita-ku,
Kyotoshi, Japan
fukudakz@gmail.com

Koichi HOSOI
Professor, College of Image and
Sciences, Ritsumeikan Uniersity
603-8577 Kitamachi, Toji-in, Kita-ku,
Kyotoshi, Japan
hosoik@im.ritsumeai.ac.jp

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ABSTRACT

This presentation aims at analyzing queries that the user makes in order to search for new games to play, through a Q & A website, Yahoo!Chiebukuro to reveal how users understand games. We collected queries which were posted between April 1, 2017 and March 31, 2018, and conducted qualitative data analysis of 7018 queries with KHCoder. My analysis reveals that the user who plays a game of the series for the first time demands on how stories in the series are related to each other, and the demands of information vary, depending on game genres.

1 INTRODUCTION

Members of the Ritsumeikan Center for Game Studies (RCGS), Ritsumeikan University, including ourselves, have been engaged in cataloging video games and examining its conceptual models¹, a part of which resulted in the RCGS-OPAC², open to the public. However, at this stage of the research, we see description about the subject that indicates the game's content insufficient, as Groat (2015, p.143-146) points out that the existing subject terms need to be reconsidered since they lack both appropriate terms and policy for assigning them. Since the catalog is a tool for users to satisfy user tasks such as finding, identifying, selecting, obtaining, and exploring resources³, the description of the subject needs to give consideration to these tasks. Therefore, in this presentation, in order to reveal the user's demanded information of video game resources, We analyze queries that the user make to search for new games to play.

2 RESEARCH METHOD

While some previous researches were done by Kanai (2015) and Lee (2015), this research takes a new method in which, through a Q & A website, the questioner describes the game and its conditions that he wishes to play in free form, and the responder proposes a possible game to meet the description. For this research, we used Yahoo!Chiebukuro⁴, a Q & A website well known to the Japanese, and collected queries which were posted between April 1, 2017 and March 31, 2018. In order to analyze what kind of information users demand when they search for new games to play, first, we excluded queries which did not conform to

my analysis' purpose, and conducted qualitative data analysis of 7018 queries with KHCoder (Higuchi 2004).

3 RESULTS

3.1 Analysis of Most Frequent 150 Words

My analysis reveals that the most frequent 150 words include many names of game genres, platforms, and game titles. Besides these, we noticed that the word “初心者(beginner)” appeared frequently, which led me to examine how it is used. It seems that the user who plays a game of the series, such as Final Fantasy for the first time does not know how this story to play is related to its previous works. In the game industry, better selling titles tend to be made series, and some “beginners” make queries on how works in the series are related to each other.

3.2 Analysis of a co-occurrence network

Using KHCoder, we created a co-occurrence network which recognized adjectives and nouns up to the top 170 as nodes, and treated those with co-occurrence relationships of vocabulary up to the top 100 as edges. This treatment distinguishes RPG, FPS, and Otome games as communities of game genres, which led me to compare related terms of each of these three communities. This comparative study demonstrates that the demands vary, depending on game genres.

4 FUTURE PROSPECTS ON THE RESEARCH

We will analyse further details for some demands, such as what kind of information is requested about characters. With this research, we hope to reveal how users understand games, which surely helps solving some subject-related issues of video game resources.

END NOTES

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