

Abstract

The development of recent games is growing in number of players, this development is parallel to the quality of the game that is made more attractive, starting in terms of storyline, characteristics and playing techniques. The data used is data from Twitter, because Twitter is the most widely used social media, especially in the field of games. That's why Twitter is very popular for searching data data that aims for a study. To determine genre of this game using 4 reprocessing methods and compare 2 classification methods, namely support vector machine (SVM) method with sequential training optimization and naive bayes classifier (NBC). The naive bayes classifier (NBC) method is one of the machine learning methods that is easy to learn and simple in its calculations. While the support vector machine (SVM) method with sequential training optimization is one method that is quite complicated. So this research will provide interesting conclusions about the accuracy of both methods. The accuracy results are obtained from both methods in 1200 data. The best accuracy of naive bayes classifier (NBC) is 97.50% in the 90:10 data scenario. The best accuracy of support vector machine (SVM) is 97.92% in the 90:10 data scenario.

Keywords: support vector machine (SVM), naive bayes classifier (NBC), sequential training optimization, twitter, accuracy.