

## **Abstract**

**Online games are an application product that is very popular today. Many people, especially the younger generation are enjoy playing games online. Online games that are currently popular are Mobile Legends and Arena of Valor. These two games are being talked about by many people, especially on social media. How to measure the opinions from many people about these two games are can use Sentiment Analysis. The purpose of this Final Project is to provide information of sentiment polarization that occurs in comments about these two online games, Mobile Legends and Arena of Valor on Twitter. The information that will be provided is in the form of classification of positive sentiment and negative sentiment than the method used is the Naïve Bayes Classifier . The prediction of Mobile Legends data tweet is 33 tweets predictied of positive tweet, and 44 tweets predictied of negative tweet, then for of Arena of Valor is 54 tweets predictied of positive tweet, and 151 tweets predicted of negative tweet. The accuracy, error, recall and precision values obtained were 88.89%, 19.18%, 96.97% and 69.57% for Mobile Legends, meanwhile the Arena of Valor had the accuracy, error, recall, and precision values respectively are 39.02%, 60.98%, 88.89% and 28.74%.**

**Keywords: Sentiment Analysis, Naïve Bayes Classifier**