

**Abstract**

Video games are one of the entertainment media that are often used by most people today, especially on computer devices, whether paid or not, at digital distributions, namely Steam. However, Steam still has problems of various kinds, which is Steam Reviews, to reduce or anticipate reviews that are less clear for players who want to try or buy the game, Sentiment Analysis is used in reviews. The purpose of this final project is to provide sentiment information on every game on Steam. The information provided is in the form of sentiment analysis classification to filter reviews with Multinomial Naïve Bayes and combined with the Gini Index Text feature selection in order to classify documents into recommended and not recommended classes. In this study, to test the system built, a dataset containing comments in the form of sentences is used, the data will be divided into three accuracy ratios for training and testing of 90:10; 80:20; and 70:30 and carried out 5 times the experiment. The test results Gini Index Text as a selection feature can produce the accuracy of each ratio where the average of accuracy at MNNB with the maximum GIT is 60.29%.

**Keywords:** Sentiment Analysis, Steam Review, Multinomial Naïve Bayes (MNNB), Gini Index Text (GIT), Classification

