



Wildan Budiawan Zulfikar <wildan.b@uinsgd.ac.id>

ICWT 2021 submission 7

1 message

ICWT 2021 <icwt2021@easychair.org>
To: Wildan Budiawan Zulfikar <wildan.b@uinsgd.ac.id>

Tue, Apr 13, 2021 at 1:55 PM

Dear authors,

We received your submission to ICWT 2021 (The 7th International Conference on Wireless and Telematics 2021):

Authors : Agung Wahana, Wildan Budiawan Zulfikar, Wildan Najah Wildiansyah, Aldy Rialdy Atmadja, Diena Rauda Ramdania and Beki Subaeki

Title : A Deep Learning Approach To Analyze The Sentiment Of Online Game Users

Number : 7

The submission was uploaded by Wildan Budiawan Zulfikar <wildan.budiawan.z@gmail.com>. You can access it via the ICWT 2021 EasyChair Web page

<https://easychair.org/conferences/?conf=icwt2021>

Thank you for submitting to ICWT 2021.

Best regards,
EasyChair for ICWT 2021.



Wildan Budiawan Zulfikar <wildan.b@uinsgd.ac.id>

ICWT 2021 notification for paper 7

1 message

ICWT 2021 <icwt2021@easychair.org>

Sat, Jul 31, 2021 at 8:15 PM

To: Wildan Budiawan Zulfikar <wildan.b@uinsgd.ac.id>

The 7th International Conference on Wireless and Telematics (ICWT) 2021 Editorial Committee has completed the reviewing process, and we are pleased to inform you that your manuscript,

Title : A Deep Learning Approach To Analyze The Sentiment Of Online Game Users
Paper Number : 7

has been ACCEPTED for the VIRTUAL presentation in the 7th International Conference on Wireless and Telematics (ICWT) 2021 on 19-20 August 2021. We require the author(s) to revise the full paper according to the reviewers' comments (if any) and prepare 13-15 minutes presentation video of your paper (voiceover and talking head on presentation slides--the template can be accessed via <https://bit.ly/icwt2021pptx>).

The author shall submit the camera-ready full paper and the video presentation BEFORE Tuesday, 10 August 2021 23.59 GMT+7 by filling a form in <https://bit.ly/icwt2021>.

The full paper MUST STRICTLY pdf-express compatible (instructions in the postscript) and comply with the guidelines for Camera-Ready Submission at <https://icwt-seei.org/2021/submission-guidelines/>.

The proceedings of ICWT 2015, ICWT 2016, ICWT 2017, 2018, ICWT 2019, and ICWT2020 have been uploaded to the IEEE Xplore. For this year, accepted and presented papers will be included in the proceeding of ICWT 2021 and submitted to the IEEE Xplore. Failure in complying with the ICWT 2021 conference template may cause the full paper to be EXCLUDED for submission to IEEEExplore. For your consideration in presenting a paper at the 7th ICWT in Bandung (in person or virtually), at least one author of each accepted paper MUST register at the FULL registration fee, and the required FULL registration fee MUST be paid before the final revision deadline. Visit our website or contact us for additional registration information.

We apologize for the late notification.

Sincerely yours,
ICWT 2021 Committee

P.S.:

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SUBMISSION: 7

TITLE: A Deep Learning Approach To Analyze The Sentiment Of Online Game Users

----- REVIEW 1 -----

SUBMISSION: 7

TITLE: A Deep Learning Approach To Analyze The Sentiment Of Online Game Users

AUTHORS: Agung Wahana, Wildan Budiawan Zulfikar, Wildan Najah Wildiansyah, Aldy Rialdy Atmadja, Diena Rauda Ramdania and Beki Subaeki

----- Overall evaluation -----

SCORE: 2 (accept)

----- TEXT:

1. This paper has a good logical flow and well organized.
2. Please explain briefly the basic principles of cross-industry standard process in Section II (methodology).
3. Also explain the basic principles of Glove method.

----- REVIEW 2 -----

SUBMISSION: 7

TITLE: A Deep Learning Approach To Analyze The Sentiment Of Online Game Users

AUTHORS: Agung Wahana, Wildan Budiawan Zulfikar, Wildan Najah Wildiansyah, Aldy Rialdy Atmadja, Diena Rauda Ramdania and Beki Subaeki

----- Overall evaluation -----

SCORE: 1 (weak accept)

----- TEXT:

There are several points need to be addressed:

- There should be a brief introduction, or at least the long form, of CRISP-DM framework.
- Many of Section 2.A. seems to be more like a theoretical background. Considering no Related Work/Theoretical Background is present in the paper, I suggest to move the relevant parts of the existing Section 2 to a new, dedicated Related Work/Theoretical Background/Literature Study section. Also, the presented claim ("This game can strengthen various cognitive skills..", the 2013 meta-analysis, and so on, should be backed up by references.
- The specifications of the computing device used should be described.
- There are grammatical errors/non standard English use throughout the paper.
For instance:
 1. "***Further works**", **you** should check **repeatedly manually** on the dataset that will be carried out by training and testing so that the processed data is completely clean from noise.
 2. Data Preparing --> Data Preparation
 3. and so on.

Please proofread thoroughly using a proofreading tools, e.g., Grammarly.

- Also, please enhance the resolution of the figures.
- Please use IEEE formats, and put citation where it is due.

Example of improper form: " These vectors were trained by Jeffrey Pennington et al. (2014).. " --> no citation

----- REVIEW 3 -----

SUBMISSION: 7

TITLE: A Deep Learning Approach To Analyze The Sentiment Of Online Game Users

AUTHORS: Agung Wahana, Wildan Budiawan Zulfikar, Wildan Najah Wildiansyah, Aldy Rialdy Atmadja, Diena Rauda Ramdania and Beki Subaeki

----- Overall evaluation -----

SCORE: 0 (borderline paper)

----- TEXT:

Similarity check results is barely 40%. Please rewrite/paraphrase texts from references. Proofread to make sure there is no typographical errors, grammatical errors, or untranslated words from foreign languages.