## Supplementary Topic Results for Paper Entitled "Causal Impact Analysis for App Releases in Google Play"

## William Martin, Federica Sarro and Mark Harman University College London, London, United Kingdom {w.martin, f.sarro, mark.harman}@ucl.ac.uk

## July 29, 2016

This report shares supplementary topic results for the FSE'16 paper entitled "Causal Impact Analysis for App Releases in Google Play".

Table 1: RQ4.1 supplementary: 10 topics. Top release text terms from the most prevalent topic in each group. Common terms found in multiple topics are removed for comparison: new, app, game, play, free

<b>Type</b> Non-significant Significant	<b>Overall</b> level world friend level world friend	Apps Target releases Release text	14,592 26,339 20,014
Metric	All	+ve	-ve
R	level world friend	level world friend	device android support
Ν	device android support	device android support	
NW	level world friend	level world friend	app find search
$\mathbf{R} \cap \mathbf{NW}$	level world friend	level world friend	app find search

Table 2: RQ4.1 supplementary: 20 topics. Top release text terms from the most prevalent topic in each group. Common terms found in multiple topics are removed for comparison: new, app, game, play, free

<b>Type</b> Non-significant Significant	<b>Overall</b> fix bug improvement fix bug improvement	Apps Target releases Release text	14,592 26,339 20,014
Metric	All	+ve	-ve
R	fix bug improvement	world battle level	fix bug improvement
Ν	fix bug improvement	fix bug improvement	
NW	world battle level	world battle level	map app city
$R \cap NW$	world battle level	world battle level	get friend make

	Type	Overall	$\mathbf{Apps}$	14,592
	Non-significant	fix bug improvement	Target releases	26,339
	Significant	fix bug improvement	Release text	20,014
	Metric	All	+ve	-ve
	R	battle hero world	battle hero world	battle hero world
	Ν	fix bug improvement	fix bug improvement	
	NW	battle hero world	battle hero world	usg tip local
	$\mathbf{R} \cap \mathbf{NW}$	battle hero world	account mobile card	usg tip local

Table 3: RQ4.1 supplementary: 50 topics. Top release text terms from the most prevalent topic in each group. Common terms found in multiple topics are removed for comparison: new, app, game, play, free

Table 4: RQ4.1 supplementary: 100 topics. Top release text terms from the most prevalent topic in each group. Common terms found in multiple topics are removed for comparison: new, app, game, play, free

<b>Type</b> Non-significant Significant	<b>Overall</b> mode challenge friend hero monster battle	Apps Target releases Release text	14,592 26,339 20,014
Metric	All	+ve	-ve
R	hero monster battle	wallpaper live christmas	account mobile card
Ν	wallpaper live christmas	wallpaper live christmas	
NW	tip local city	hero monster battle	tip local city
$R \cap NW$	wallpaper live christmas	account mobile card	hero monster battle

Table 5: RQ4.1 supplementary: 200 topics. Top release text terms from the most prevalent topic in each group. Common terms found in multiple topics are removed for comparison: new, app, game, play, free

<b>Type</b> Non-significant Significant	<b>Overall</b> kid child learn battle war hero	Apps Target releases Release text	14,592 26,339 20,014
Metric	All	+ve	-ve
R	battle war hero	battle war hero	battle war hero
Ν	kid child learn	kid child learn	
NW	tip local guide	account mobile card	tip local guide
$\mathbf{R} \cap \mathbf{NW}$	tip local guide	battle war hero	tip local guide

Table 6: RQ4.1 supplementary: 500 topics. Top release text terms from the most prevalent topic in each group. Common terms found in multiple topics are removed for comparison: new, app, game, play, free

<b>Type</b> Non-significant Significant	<b>Overall</b> kid child fun account card mobile	Apps Target releases Release text	14,592 26,339 20,014
Metric	All	+ve	-ve
R	account card mobile	account card mobile	rpg character dungeon
Ν	local city tip	local city tip	
NW	local city tip	account card mobile	local city tip
$\mathbf{R} \cap \mathbf{NW}$	local city tip	account card mobile	local city tip

Table 7: RQ4.1 supplementary: 1000 topics. Top release text terms from the most prevalent topic in each group. Common terms found in multiple topics are removed for comparison: new, app, game, play, free

<b>Type</b>	<b>Overall</b>	Apps	14,592
Non-significant	friend challenge world	Target releases	26,339
Significant	friend challenge world	Release text	20,014
Metric	All	+ve	-ve
R	friend challenge world	friend challenge world	battle hero player
$egin{array}{c} \mathrm{NW} \ \mathrm{R} \cap \mathrm{NW} \end{array}$	local tip city local tip city local tip city	local tip city account mobile card account mobile card	local tip city local tip city