

experimental methods to analyse the influence of factors such as social advertising on product adoption; Ding and Lin[16] used the least squares method to analyse the factors influencing consumers' willingness to continuously share information through questionnaires; Xiang and Wang[17] combined the S-O-R model with motivation theory to empirically analyse the relationship between user intention and user behaviour; Gan and Xu[18] analysed the influence of perceived value on social commerce users' behavioural intentions based on perceived value theory.

In conclusion, most of the studies in social commerce user behaviour have collected user data through questionnaires, while relatively few studies have used fan reviews; most studies have used structural equation models, and fewer have used data analysis methods such as machine learning; most studies have only stayed in the analysis of user purchase behaviour, and fewer have explored the deeper user sentiments. Therefore, in this paper, from the perspective of user behaviour and sentiment in social commerce[19], we obtain the fan reviews of social commerce bloggers through crawler software, use SnowNLP sentiment analysis method to quantify the sentiment attributes of text reviews as sentiment indices, and construct relevant features. The relationship between the number of reviews and sentiment attributes and the constructed features was analysed using logistic regression methods to explore the changes in fan reviews and sentiment attributes in the social commerce environment.

2.2 Research Design

The technical roadmap of the study is shown in Fig 1.

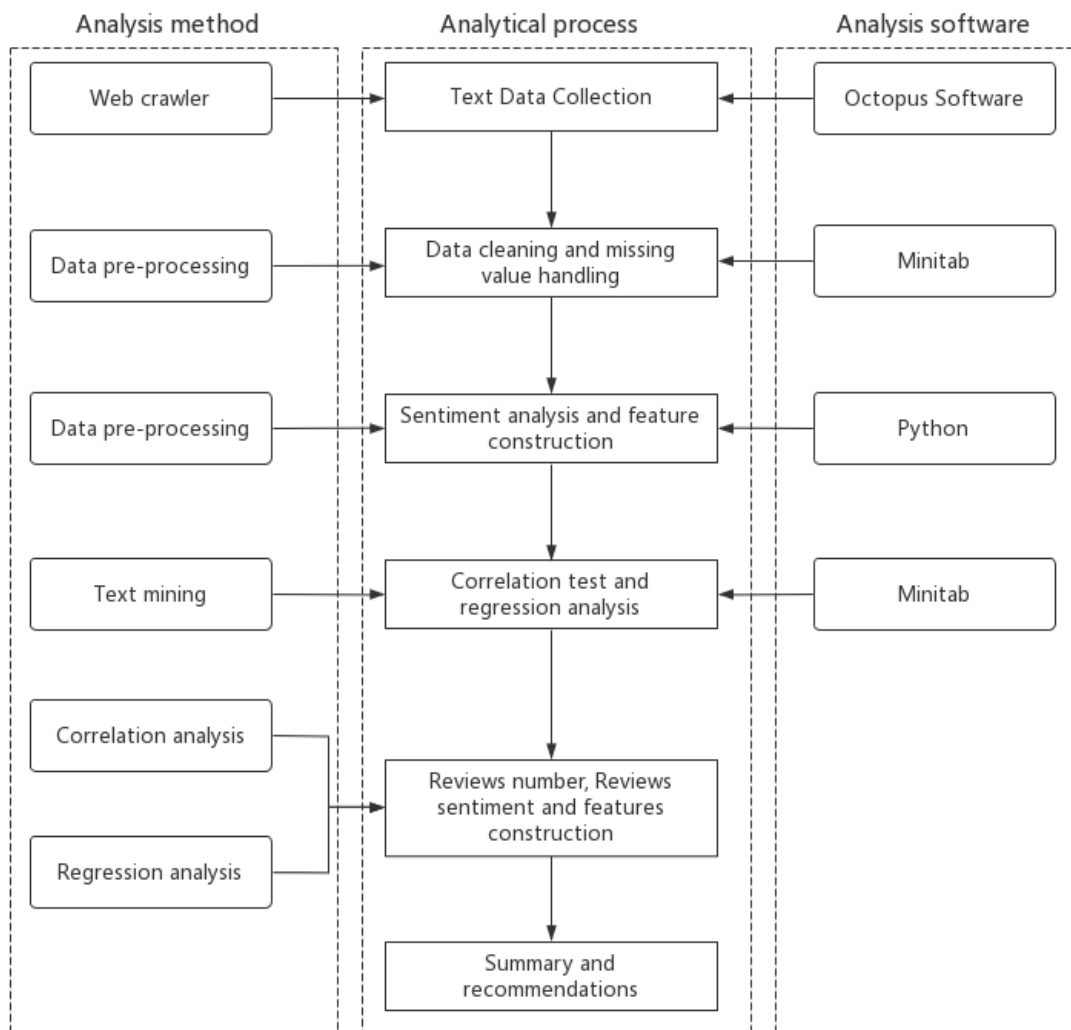


Fig 1: Technical roadmap

Firstly, we used the web crawler software "Octopus" to collect the fan reviews from the We-media "Li Ziqi" on social commerce platform Today's Headlines; Secondly, we used the statistical software Minitab to clean the data and process the missing values, and used SnowNLP sentiment analysis to analyse the collected text reviews. Thirdly, we used Minitab to regress the sentiment index of text reviews and the number of fan reviews, with the constructed correlation features, to obtain the regression equation and the results of the study; Finally, we provided recommendations for social media and bloggers on the management of fan reviews.

III. SENTIMENT ANALYSIS AND FEATURE CONSTRUCTION

3.1 Data Collection and Data Pre-processing

The fan reviews of "Li Ziqi", a food blogger on the social commerce platform Today's Headlines, were

selected as the research object, and the crawler software "Octopus" was used to crawl the 78 videos posted by the research object from November 18, 2017 to December 2, 2019. The 139,953 fan reviews were crawled. In order to ensure the quality of the study, videos with less than 500 reviews were excluded. After screening, a total of 122 440 fan reviews from 42 videos were retained for this study. The data information included nine attributes, including video title, video plays, video pose time, fan name, review time, review likes, review replies, video duration and review content.

To ensure the quality of the study, data cleaning and data pre-processing were carried out on the collected review data. Missing values in text reviews and non-text review content such as emoji reviews were screened out. After cleaning and merging the collected data, a total of 120,958 fan text reviews were obtained for use in the study.

3.2 Sentiment Analysis

Sentiment analysis of the crawled text reviews was carried out using SnowNLP, a class library written in Python, a tool library inspired by TexBlob and written specifically for Chinese text content, with text mining functions such as Chinese word separation, lexical annotation, sentiment analysis and text classification, which allows fans to easily perform natural language processing.

With the SnowNLP tool library in the Python language, sentiment analysis was performed on each review crawled, and finally a sentiment index was output after each review. The sentiment index is in the range of 0-1, i.e. when the sentiment index is between 0.5 and 1, the sentiment of the text review is positive and the review is considered positive. Conversely, when the sentiment index of the output is 0-0.5, it means that the sentiment of the review is negative and is recorded as a negative review. When the sentiment index of the output is 0.5, it means that its sentiment intensity is neutral and is recorded as a neutral review.

3.3 Feature Construction

In order to improve the quality of the study, new features were constructed by deeply analysing the relationship between the number of fan reviews and review sentiment with interaction behaviour and video attributes. In addition to the collected data features and the sentiment index of text reviews, 10 features were constructed in this paper for the experiments, and all features were divided into three categories: interactive behaviour, sentiment attributes and video attributes.

The interactive behaviour features include five features: number of plays (10,000 times), number of likes (times), number of reviews (10,000 items), number of replies (10,000 items) and response rate. The number of plays is obtained by crawling and represents the total number of plays of the video; the number of likes of all reviews under each video motion is summed and counted, and is classified as the number of likes feature; the number of reviews under each video motion is summed and counted for each video crawled, and is classified as the number of reviews feature; the number of replies of all reviews under each

video motion is summed and counted, and is classified as the number of replies feature; the number of replies obtained is divided by the number of responses obtained is divided by the number of reviews counted previously to obtain the feature response rate.

The sentiment attribute features include a total of five features: sum of sentiment index, average sentiment index, number of positive reviews (10,000 items), number of negative reviews (10,000 items) and number of neutral reviews (10,000 items). The sentiment index of all reviews under each video dynamic is summed and counted as sentiment index and features; the average sentiment index is obtained by dividing the sum of sentiment index obtained by the number of reviews counted before; the number of reviews with sentiment index greater than 0.5 in each video is counted and summed to obtain the number of positive reviews; similarly, the number of negative reviews and the number of neutral reviews are counted as two features.

The video attribute features include two kinds of features: video duration (minutes) and time span (days). The video duration is obtained by crawling, which represents the number of minutes of video duration; the release time of the last video crawled is set as "origin 0", and then the difference in days between each video and "origin 0" is obtained according to the release time of each video, and the This is classified as the characteristic time span. The results of the above features are shown in TABLE I.

TABLE I. CONSTRUCTED FEATURES AND THEIR MEANINGS

FEATURE CATEGORY	FEATURE	MEANING
INTERACTIVE BEHAVIOUR	NUMBER OF PLAYS	TOTAL NUMBER OF VIDEO PLAYS
	NUMBER OF LIKES	NUMBER OF ALL LIKES
	NUMBER OF REVIEWS	NUMBER OF ALL REVIEWS
	NUMBER OF RESPONSES	NUMBER OF ALL RESPONSES
	RESPONSE RATES	RATIO OF RESPONSES TO REVIEWS
EMOTIONAL ATTRIBUTES	TOTAL SENTIMENT INDEX	SUM OF SENTIMENT INDEXES
	AVERAGE SENTIMENT INDEX	RATIO OF THE SUM OF THE SENTIMENT INDEX TO THE NUMBER OF REVIEWS
	NUMBER OF POSITIVE REVIEWS	NUMBER OF ALL POSITIVE REVIEWS
	NUMBER OF NEGATIVE REVIEWS	NUMBER OF ALL NEGATIVE REVIEWS
	NUMBER OF NEUTRAL REVIEWS	NUMBER OF ALL NEUTRAL REVIEWS
VIDEO ATTRIBUTES	VIDEO DURATION	MINUTES OF VIDEO DURATION
	TIME SPAN	NUMBER OF DAYS THE VIDEO HAS

		BEEN POSTED
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IV. RESULT ANALYSIS

The statistical software Minitab was used to regress the number of reviews and the average sentiment index on the other characteristics. The number of reviews was correlated with the above mentioned characteristics, and it was found that the number of reviews was correlated with four characteristics: time span, number of plays, number of likes and response rate. The number of reviews was used as the dependent variable and the remaining four characteristics were used as independent variables for the regression analysis, the results of which are shown in TABLE II. The R² of the regression equation was 72.2% and the adjusted R² was 69.2%.

TABLE II. REGRESSION ANALYSIS RESULTS OF THE NUMBER OF REVIEWS

INDEPENDENT VARIABLE CHARACTERISTICS	COEFFICIENT	P	T
NUMBER OF PLAYS	5.600	0.019**	2.46
RESPONSE RATES	-1594.900	0.002***	-3.41
NUMBER OF LIKES	0.085	0.000***	4.89
TIME SPAN	4.375	0.000***	4.72

Note: *p<0.1, **<0.05, ***<0.01

The regression equation:

$$\begin{aligned} \text{Number of reviews} = & -666 + 5.600 \times \text{Number of plays} - 1594.900 \times \text{Response rates} \\ & + 0.085 \times \text{Number of likes} + 4.38 \times \text{Time span} \end{aligned} \quad (1)$$

From the above analysis, it can be seen that the number of reviews is influenced by the number of plays, response rates, number of likes and time span. Firstly, the number of reviews has a significant positive relationship with the number of plays, the number of likes and time span, i.e. the number of reviews increases with the number of plays, the number of likes and time span. This indicates that videos with more plays, more likes and longer releases are more likely to be reviewed on by subsequent fans and attract their attention. Secondly, the number of reviews has a significant negative relationship with the response rate, i.e. the number of reviews decreases as the response rate increases. This suggests that videos with low response rates to all reviews are more likely to be reviewed on by subsequent fans and attract fan attention.

Using the average sentiment index to correlate with the above characteristics, we found that the average sentiment index was correlated with three characteristics: time span, video duration and number of positive reviews. The average sentiment index was used as the dependent variable and the other three characteristics were used as independent variables for the regression analysis, the results of which are shown in TABLE III. The R² of the regression equation was 29.4% and the adjusted R² was 23.9%.

TABLE III. REGRESSION ANALYSIS RESULTS OF AVERAGE SENTIMENT INDEX

INDEPENDENT VARIABLE CHARACTERISTICS	COEFFICIENT	P	T
TIME SPAN	0.000075	0.035**	2.18
VIDEO DURATION	-0.00563	0.050**	-2.03
NUMBER OF POSITIVE REVIEWS	0.13	0.012**	2.63

Note: *p<0.1, **<0.05, ***<0.01

The regression equation:

$$\text{Average sentiment index} = 0.62 + 0.000075 \times \text{Time span} - 0.00563 \times \text{Video duration} + 0.13 \times \text{Number of positive reviews} \quad (2)$$

From the above analysis, it can be seen that the average sentiment index is influenced by the time span, the video duration and the number of positive reviews. Firstly, the average sentiment index has a significant positive relationship with the time span and the number of positive reviews, i.e. the average sentiment index increases with the increase in the time span and the number of positive reviews. This indicates that videos with a high number of positive reviews and a long time span have a high tendency to be positively reviewed on by subsequent fans. Secondly, the average sentiment index has a significant negative relationship with video length, i.e. the average sentiment index decreases as the length of the video increases. This suggests that videos with a short video duration have a high positive tendency for subsequent fan reviews.

V. CONCLUSIONS AND RECOMMENDATIONS

In social commerce, the number of fan reviews is correlated with fan interaction behaviour and video attributes. Firstly, the number of fan reviews is influenced by the number of plays, response rates, the number of likes and time span. From the perspective of fan interaction behaviour, videos that are played more often, liked more often and have a low response rate to a single review are more likely to be reviewed on by subsequent fans. From the perspective of video attributes, videos that have been posted for a long time have a higher number of fan reviews. Secondly, the sentiment of fan reviews is influenced by the time span, video duration and the number of positive reviews. From the perspective of fan interaction behaviour, videos with a high number of positive sentiment reviews have a high average sentiment index of reviews. From the perspective of video attributes, videos with short video duration and long posting time have high average sentiment index of reviews. This finding provides a new perspective for the study of fan reviews in social commerce and enriches and improves the theory of fan reviews and sentiment analysis.

From the perspective of management practice, the findings of the study provide a reference for decision making on both social commerce platforms and the operation of We-media bloggers. Firstly,

from the perspective of increasing the number of fan reviews, social commerce platforms and We-media bloggers should increase the exposure of videos with a high number of plays and likes, and increase the promotion of such videos to help attract more fans to participate in the reviews. At the same time, certain incentives, such as coupons for participation in reviews, can be adopted to promote more positive reviews from fans. Secondly, from the perspective of increasing the emotional intensity of reviews, social media and bloggers should control the videos duration and avoid posting lengthy videos. At the same time, social commerce platforms and bloggers should optimise their review pages by moving positive reviews forward as much as possible in order to drive subsequent fans to post more positive reviews, and by hiding and combining some similar negative reviews in a backward position. This will not only promote the word of mouth spread of the platform and the bloggers themselves, but also allow more fans to quickly see their merits and facilitate their decision making.

Future research could be carried out in two ways. Firstly, the scope of the study should be expanded to include more bloggers from social media platforms to further validate the universality of the paper's findings; secondly, the research methods should be optimised by combining the non-text data in the reviews, such as using deep learning and machine learning, to further explore the influencing factors of fans' behaviour and sentiments and their dynamic change patterns, so as to enrich the management theory of social media.

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