



PlayerXP Community's Choice Award

Who will take the prize?

Customer Sentiment & Voice

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PLAYERXP

PlayerXP is an **award-winning company**, founded in 2015 by gamers Chris and Andy, that connects players with the games industry by **amplifying their voices** through AI-powered reports and engagement metrics.

Using a game-focused Large Language Model with over **1 billion data points**, they provide accurate sentiment analysis for studios and publishers to make informed decisions based on player feedback. Their mission is to bridge the gap between game developers and players by conveying community wants and needs for better **game decisions**.



UK National AI Awards 2024 |
Winner of 'Best AI use in Gaming'

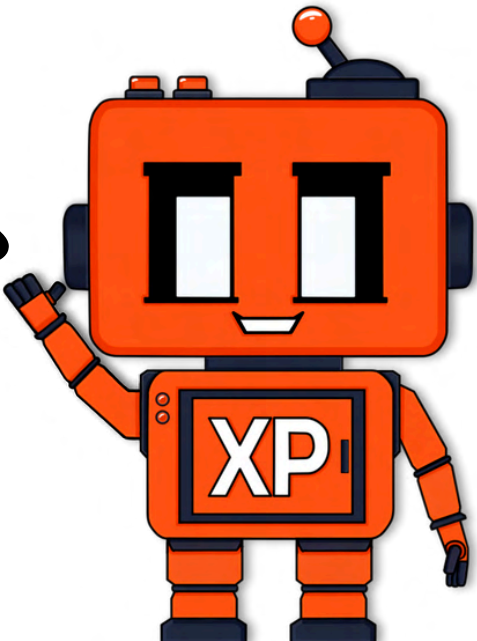


UK Interceltic Startup Challenge 2025 |
Winner and Cornwall Representative



UK Government Press Release 2020 |
Named in Top 5 AI Companies & Projects

Hi there, I'm Kevin, your PlayerXP Bot. I've used my advanced AI algorithms to help generate this report. If you need help interpreting the data or spotting key insights, I've got you covered!



UNDERSTANDING PLAYERXP SENTIMENT

How does PlayerXP's sentiment system work?

PlayerXP's Sentiment System is the core of our platform. Our 'Sentiment Diamonds' allow you to gauge the sentiment behind the data viewable on our dashboard. These diamonds come in three colours: red for negative sentiment, orange for neutral sentiment, and green for positive sentiment.

The diamonds on the left demonstrate this, showing negative, neutral and positive sentiment, and display a corresponding value for greater depth. This value indicates how positive or negative sentiment is and on a scale between -99 (extremely negative sentiment) to +99 (extremely positive sentiment), where 0 is completely neutral.

Sentiment Scale



Used to indicate when the average sentiment is **negative**.



Used to indicate when the average sentiment is **neutral**.



Used to indicate when the average sentiment is **positive**.

Toxicity Scale



Used to indicate when the average toxicity is **negative**.



Used to indicate when the average toxicity is **neutral**.



Used to indicate when the average toxicity is **positive**.

KEY INSIGHTS

EXECUTIVE SUMMARY

Player sentiment improved compared to the previous week, driven largely by enthusiasm for the upcoming March update. Nostalgic elements like the Western theme and returning features such as restaurants were well-received. However, technical concerns, particularly regarding game stability, pathing, and performance, remain prominent, especially among lapsed and hardcore players.



Clair Obscur: Expedition 33

- Clair Obscur: Expedition 33, developed by newly-established dev team Sandfall Interactive, is one of the most critically acclaimed titles of 2025
- Reception to this title has been overwhelmingly positive with all its core element having notable high sentiment scores
- There's very little in the way of negative criticism towards this title, with much of it being relatively subjective



Hollow Knight: Silksong

- Hollow Knight: Silksong is the sequel to 2017's Hollow Knight, developed by Team Cherry
- It was initially announced in 2019 alongside a gameplay demo, but stayed in development for a further 6 years.
- It released to overall positive, though somewhat divisive, reception due to concerns over game difficulty being noticeably higher than its predecessor



Split Fiction

- Split Fiction is the third title developed by the Co-op specialists at Hazelight Studios
- It released to overall positive reception, with it possessing the highest overall sentiment score of the three titles covered in this report
- Players praise its every aspect, usually focusing on its unique co-op-focused gameplay and innovative stage design
- Split Fiction possesses a noticeably smaller community size compared to the other titles covered in this report

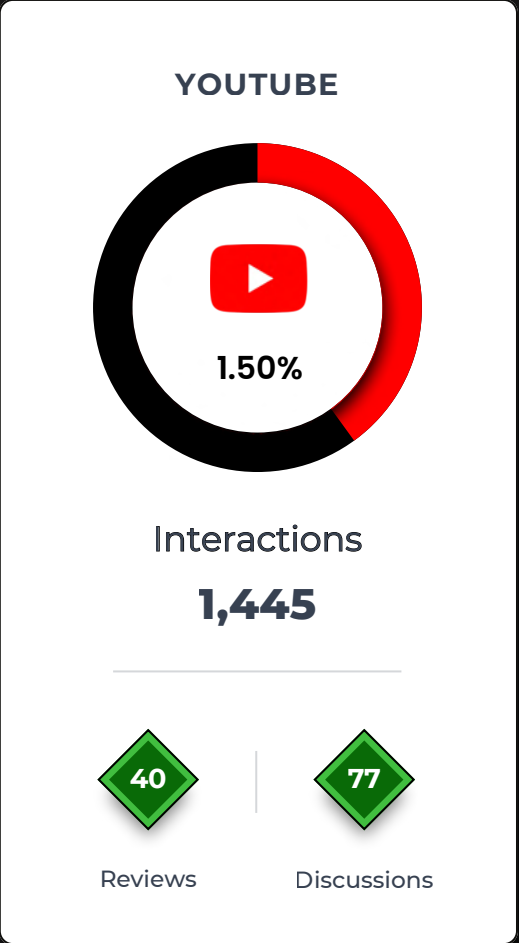
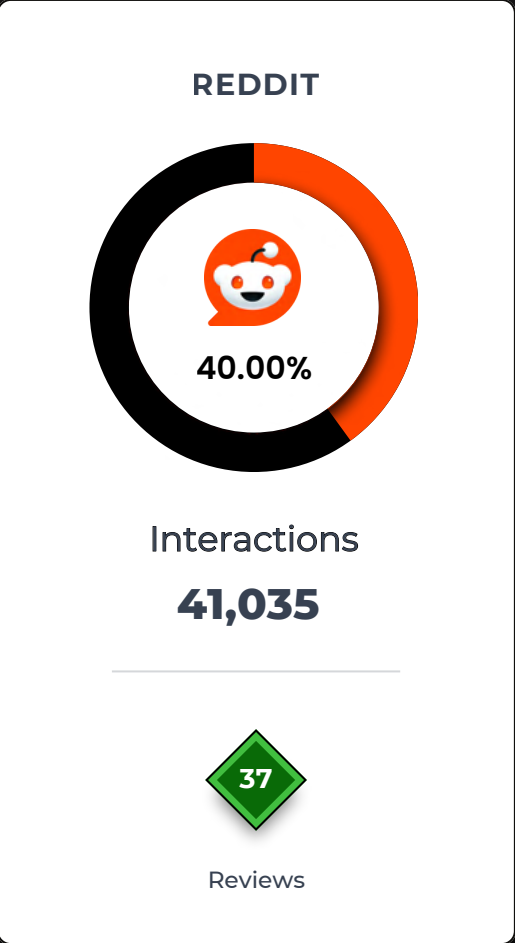
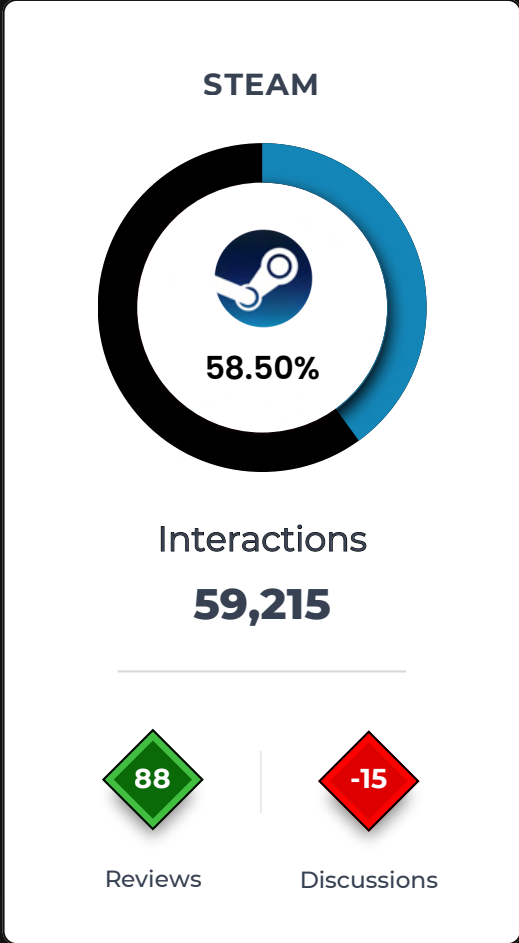


Conclusion

While we believe that Clair Obscur: Expedition 33 is most likely to receive awards, we made the decision to offer our PlayerXP Community Award to Split Fiction. The reasons for this is due to Split Fiction being the most well received of the three titles covered in the article, on top of the fact that it possesses a significantly more unique gameplay loop by virtue of it being a dedicated co-op experience.

DATA SOURCES OVERVIEW

T-30 days pre-release to T+60 days post-release.



SIGNALS ANALYSED

Signals from conversations, reviews, and post reactions were analysed to identify key themes and capture overall audience sentiment.

FILTERING

No filtering was applied, allowing all available data to be included in the analysis for a complete view of audience signals.

QUALITATIVE ANALYSIS

A custom PXP Bot was used to generate qualitative analysis, enabling structured insights and consistent interpretation across the specified data set.

TIME GRANULARITY

The analysis covers one month pre-release to two months post-release, capturing changes in engagement and sentiment before, during and after each title's launch period.

KEY INSIGHTS

SENTIMENT ANALYSIS

Qualitative Analysis of Sentiment

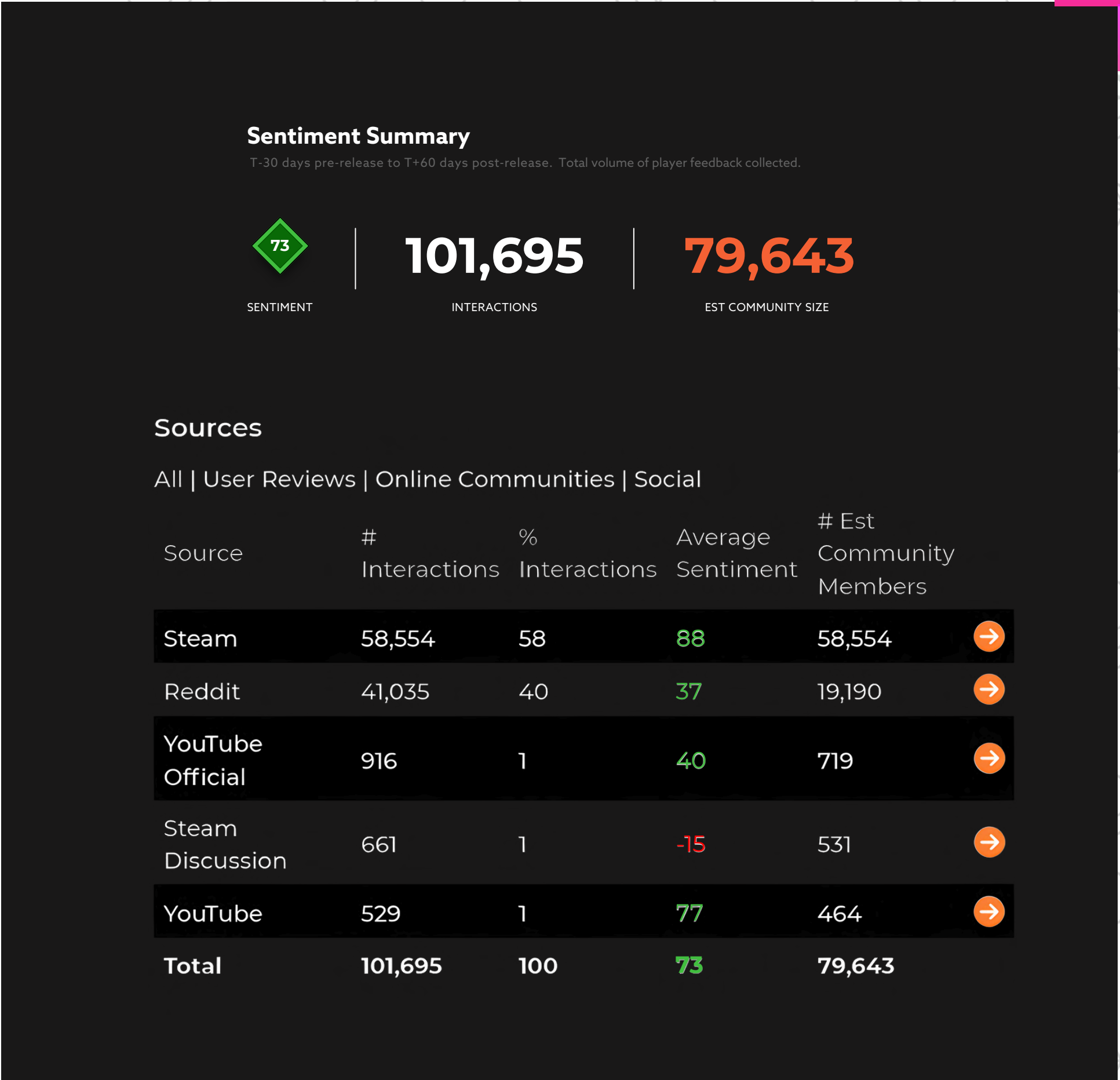
Sentiment towards Clair Obscur: Expedition 33 is extremely positive. Players praise every aspect of the game, with its artistic and narrative elements being ever so slightly ahead of its mechanics. Almost every aspect of the game is perceived positively, with sentiment scores rarely dropping below 0.

Positive Aspects

The most praised aspects of Clair Obscur: Expedition 33 are its beautiful art that mixes multiple kinds of architecture with picturesque environs, and its music that covers a number of classic genres with a distinctly French touch. The game’s world is also praised very highly, with its engaging gameplay, immersive dialogue and distinct characters being very close behind.

Negative Aspects

Very little of Clair Obscur: Expedition 33 is perceived negatively. While there are aspects that are simply less positive, such as sentiment towards the game's QTEs, dodges and parries, there’s almost nothing that’s outright negative.



POSITIVE ANALYSIS

SENTIMENT DRIVERS

1. Masterpiece

Clair Obscur: Expedition 33 is one of the best-received games of 2025, from it's art to it's narrative to it's mechanics, every aspect of the game is praised by players and critics alike, hence why it's regarded as a masterpiece to many.

2. Soundtrack

Clair Obscur: Expedition 33's soundtrack is one of its most praised aspects, consisting of orchestral pieces with beautiful French vocals and upbeat jazzy tracks that keep you on your toes.

3. Engaged

Clair Obscur: Expedition 33 is the sort of game that truly keeps you engaged through every moment of gameplay, from its compelling story and characters to its unique take on turn-based combat that forces you to react to the enemy's every move.

4. Incredible

Incredible is simply another way players have expressed their near-unanimous praise for Clair Obscur: Expedition 33, serving as further testament to how comprehensively exceptional this title is.

5. Beautiful

Clair Obscur: Expedition 33 is frequently referred to as "beautiful" by its players, mostly in reference to its otherworldly art, stunning music and moving narrative

Most Positive

Topic	Count	All Time Sentiment	Period Sentiment	Difference
Masterpiece	6,817	95	95	0
Soundtrack	5,200	93	94	1
Engaged	3,125	92	93	1
Incredible	4,541	92	93	1
Beautiful	6,526	92	92	0

Positive Sentiment Drivers Summary

Players of Clair Obscur: Expedition 33 unanimously praise the game's every aspect, from its art to its story to its mechanics. That being said, there's a notable focus on the game's artistic aspects, primarily its music and narrative, which seem to receive praise more than the games other aspects.

NEGATIVE ANALYSIS

SENTIMENT DRIVERS

1. Attack

Clair Obscur: Expedition 33 features attacks that force you to interact with the games active-time mechanics, namely dodge and parry, that have very specific timings to successfully execute. Many players have a hard time getting this timing down, leading to a fair bit of frustration.

2. Hard

This is often in reference to Clair Obscur: Expedition 33's difficulty, with a number of players citing it as a pretty hard game to play even on lower difficulty settings.

3. Kill

Players of Clair Obscur: Expedition 33 often have a hard time killing certain enemies, primarily due to struggling with the title's core combat mechanics.

4. Boss

There are two problems that the players of Clair Obscur: Expedition 33 seem to have with the title's boss enemies, those being that they're either too hard to defeat or that, primarily in the end game, it's possible to defeat them in a single attack pretty easily.

5. Parry

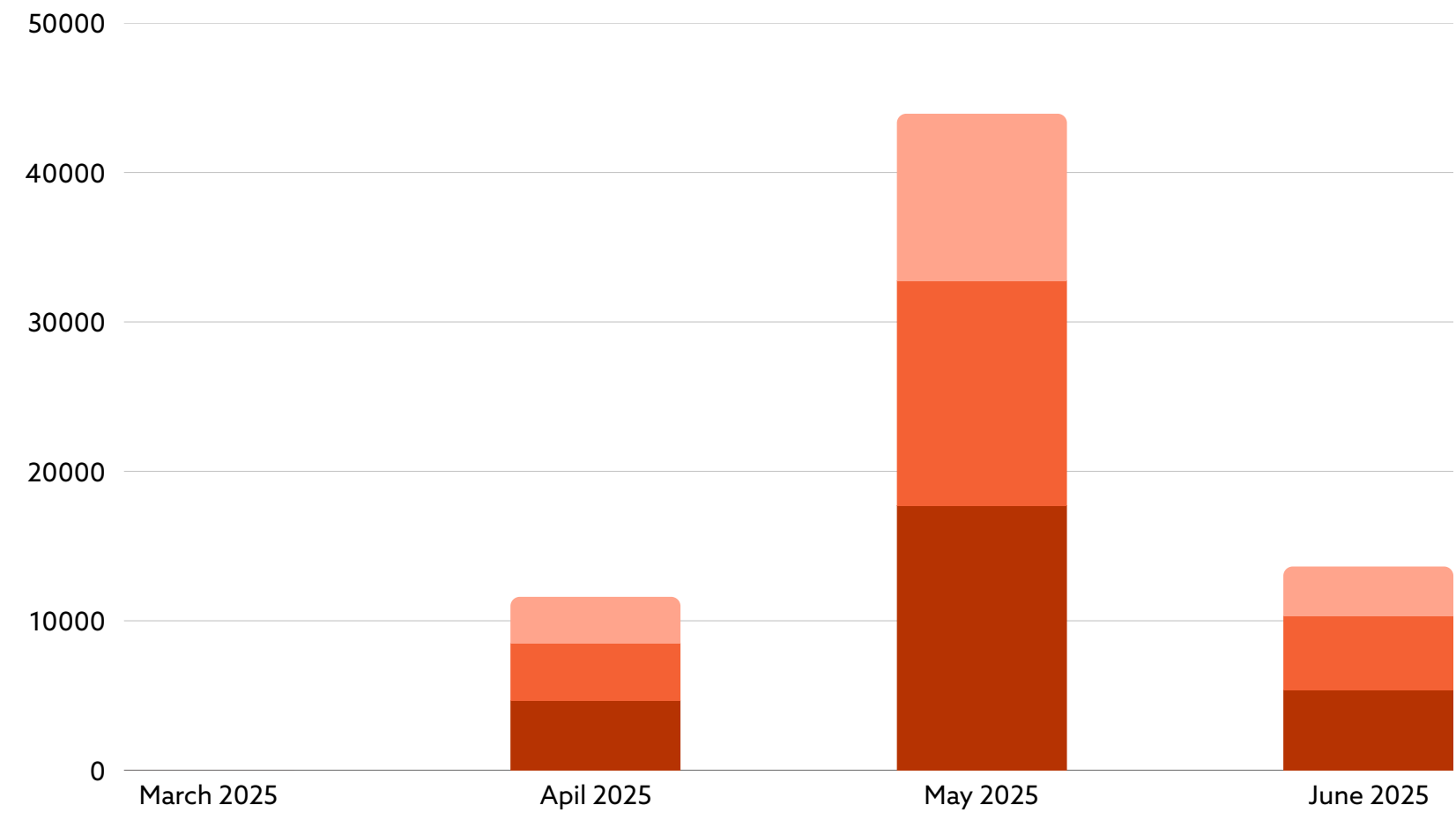
Clair Obscur: Expedition 33's parry system is fairly divisive, as it's a system that's heavily incentivised by the title but it requires very precise timing that, if missed, can cause significant consequences. Players who struggle with this system, or experience bugs or glitches that cause it to not register, express a fair amount of frustration towards it.

Most Negative

Topic	Count	All Time Sentiment	Period Sentiment	Difference
Attack	3,085	54	55	1
Hard	3,425	62	64	2
Kill	2,952	60	65	5
Boss	3,273	64	65	1
Parry	7,811	67	68	1

Negative Sentiment Drivers Summary

Players of Clair Obscur: Expedition 33 primarily express frustrations with the game's combat, primarily the active-time, reaction-based mechanics of its parry system. There's also a certain level of dissatisfaction towards certain enemies and bosses, as well as the game's perceived difficulty as a whole. Though it's important to note that a lot of the complaints are primarily subjective.



Top 3 Discussed Categories

GAMEPLAY

27,732 Interactions in Period

Most Discussed Topics:

- Story
- Combat
- Characters

78

Sentiment

STORY

23,830 Interactions in Period

Most Discussed Topics:

- Story
- Combat
- Characters

85

Sentiment

AUDIO

17,604 Interactions in Period

Most Discussed Topics:

- Story
- Music
- Combat

90

Sentiment



PART 1

MOST DISCUSSED CATEGORIES



Gameplay

Out of all the sentiment drivers in this category, “Damage” is lowest at an overall sentiment score of 52 and “Masterpiece” is the highest at an overall sentiment score of 94.



Story

Out of all discussion around Clair Obscur: Expedition 33’s Story, 89% is about the story itself, while 34% is about the title’s Characters and only 22% is about the game’s World.



Audio

62% of discussion in this category surrounds Clair Obscur: Expedition 33’s Music, while only ~20% of discussion is around the title’s Voice Acting and ~4% is about other audio and sound effects.

PART 2

MOST DISCUSSED CATEGORIES

MOST POSITIVE CATEGORY



Out of all the Talking Points covered in the article, “Music” for Clair Obscur: Expedition 33 has the most positive discussion surrounding it with an overall sentiment score of 90. Of all interactions including this talking point, 88% are Positive, 7% are Neutral and 4% are Negative. Other talking points that are frequently paired with Music are Story (71%), Combat (41%) and Characters (39%).

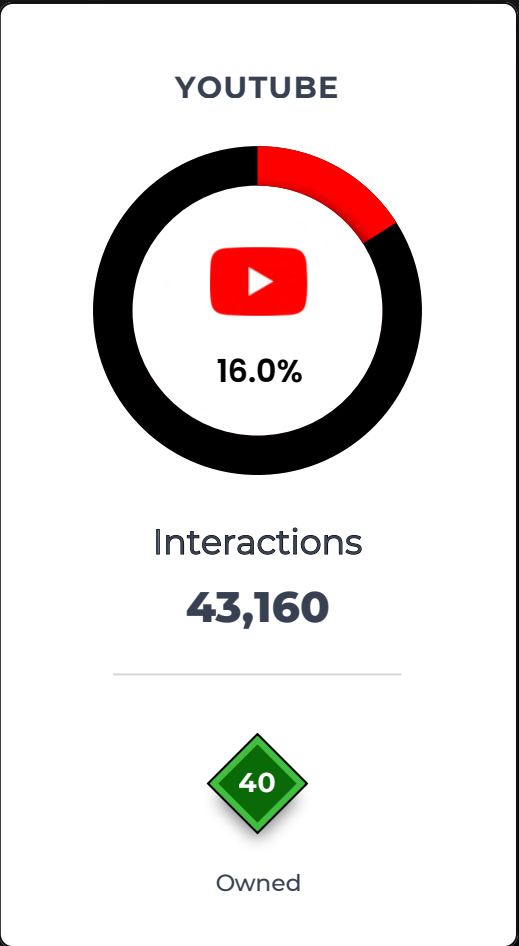
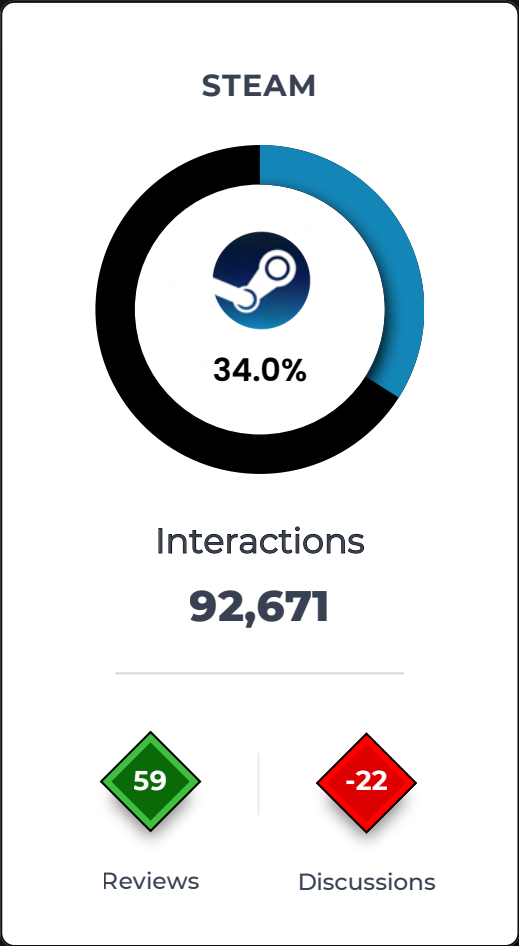
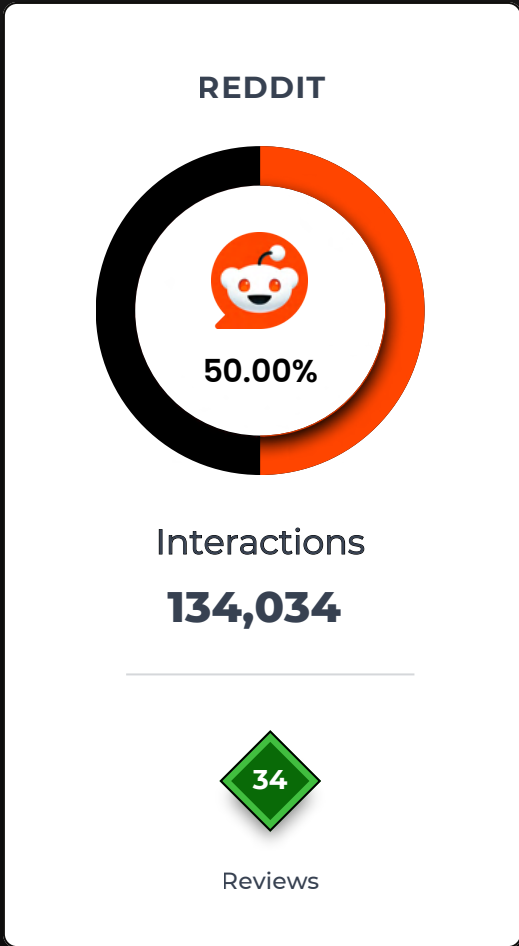
ANALYSIS

GENERAL TALKING POINTS



DATA SOURCES OVERVIEW

T-30 days pre-release to T+60 days post-release.



SIGNALS ANALYSED

FILTERING

QUALITATIVE ANALYSIS

TIME GRANULARITY

Signals from conversations, reviews, and post reactions were analysed to identify key themes and capture overall audience sentiment.

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KEY INSIGHTS

SENTIMENT ANALYSIS

Qualitative Analysis of Sentiment

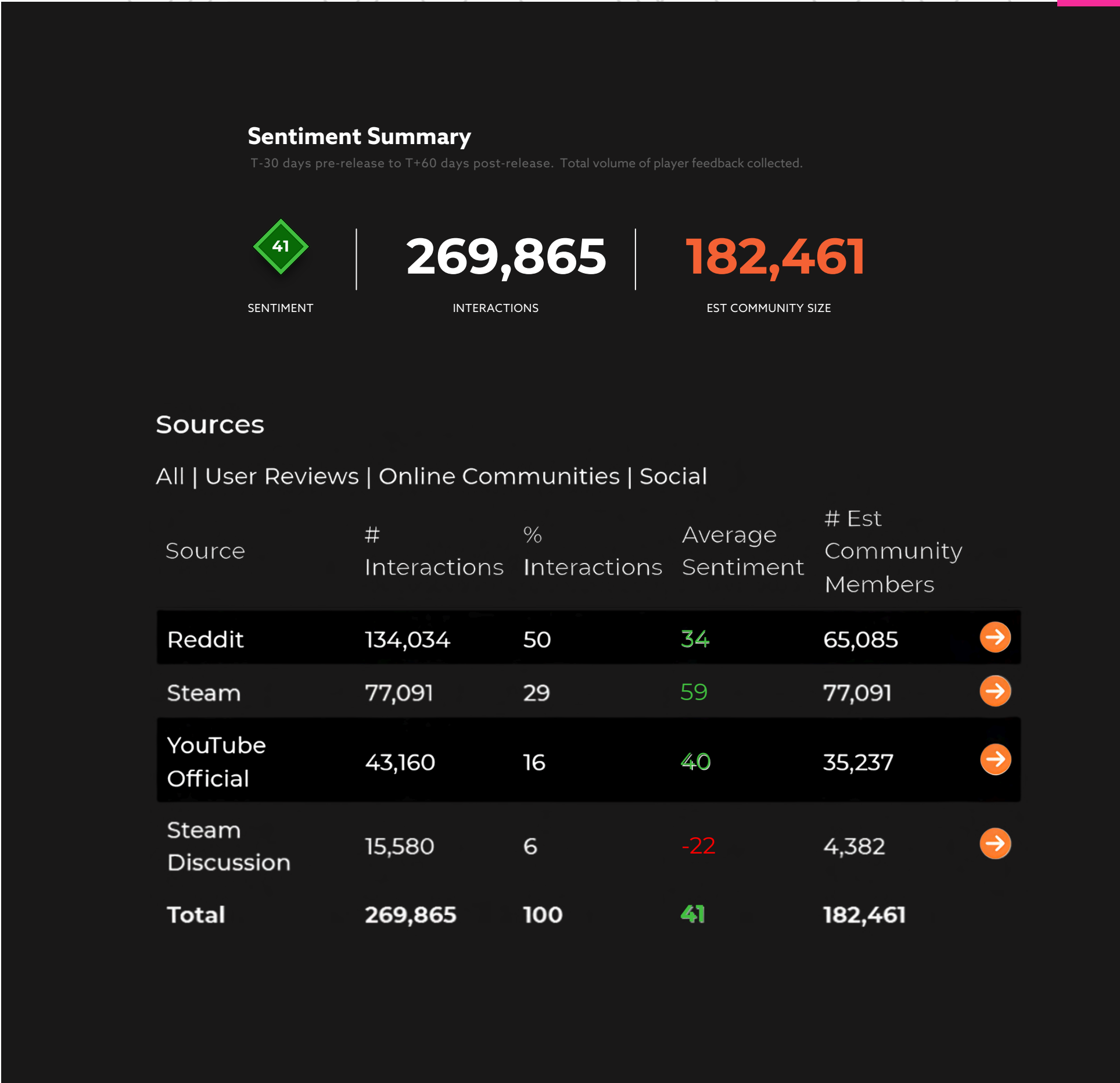
Sentiment towards Hollow Knight: Silksong is overall positive, though noticeably lower than the other titles covered in this report. Players find the game’s mechanics fairly divisive, with punishing combat and unfavorable placements of save points being standout. However, players almost unilaterally praise the game’s artistic and narrative aspects.

Positive Aspects

Hollow Knight: Silksong’s most praised aspects are undoubtedly its melodic musical score that adds ambience and tension to your every action, and gorgeous hand-drawn art that makes every environment stunning to behold. The game’s fast-paced Movement and subtle-yet-engaging story are also very well-received.

Negative Aspects

The biggest detractor for Hollow Knight: Silksong is how it distributes damage, with enemies dealing double damage as early as the game’s third area. This causes the game to be noticeably punishing, meaning players who aren’t as skilled at the game’s combat are going to have a much harder time than those who are. Additionally, various boss enemies force you to traverse hellish paths to get back to them in the event of a death, which adds further to the punishment.



POSITIVE ANALYSIS

SENTIMENT DRIVERS

1. Excited

After the release of Hollow Knight: Silksong, players who have completed the game are voicing their excitement in looking forward to see what the title and its developers, Team Cherry, are going to do next

2. Music

Hollow Knight: Silksong's music is highly praised, as each track is tailored to each locale and scenario you find yourself in. Every track in Hollow Knight: Silksong's soundtrack is truly outstanding and serves to improve the gameplay experience.

3. Combat

Hollow Knight: Silksong's combat is something truly unique, as it's extremely fast-paced and forces you to make split-second decisions to make the most of gaps and openings. While it's fairly tricky to get to grips with, it's truly rewarding once you get the hang of it.

4. Words

When describing Hollow Knight: Silksong, players often find themselves at a loss for words after completing the title, due to how impactful the game as a whole was for them.

5. Moments

Hollow Knight: Silksong has a number of moments that strongly impact players, from its narrative beats, to its mechanical challenges, to its aesthetically-stunning environments.

Most Positive

Topic	Count	All Time Sentiment	Period Sentiment	Difference
Excited	8,184	85	87	2
Music	6,642	73	75	2
Combat	5,891	63	64	1
Words	7,364	60	64	4
Moments	7,682	60	63	3

Positive Sentiment Drivers Summary

Players of Hollow Knight: Silksong find themselves focusing on the moment-to-moment gameplay, primarily offering praise to the game's dynamic combat system and its ambient soundtrack. Many find themselves stunned by how amazing the game as a whole is to them, and they thoroughly look forward to seeing what Hollow Knight: Silksong and its developer, Team Cherry, has in store next.

NEGATIVE ANALYSIS

SENTIMENT DRIVERS

1. Bug

Hollow Knight: Silksong features characters that are primarily based on anthropomorphic insects and bugs, with not all of them being the nicest to deal with. However, there are very few actual game bugs to speak of.

2. Bench

Benches in Hollow Knight: Silksong are the primary save points of the title, however a number of players express frustration with how some of these benches either cost the game primary currency, rosaries, to utilize or have damaging traps that trigger when you use them. There's also additional complaints about how far some of them are from certain boss enemies, resulting in grueling runbacks.

3. Damage

Players of Clair Obscur: Expedition 33 often have a hard time killing certain enemies, primarily due to struggling with the title's core combat mechanics.

4. Design

Players express dissatisfaction with the perceived design philosophy of Hollow Knight: Silksong with its high-damage enemies, areas that are sometimes frustrating to traverse and certain boss encounters that can be quite grueling to deal with.

5. Act

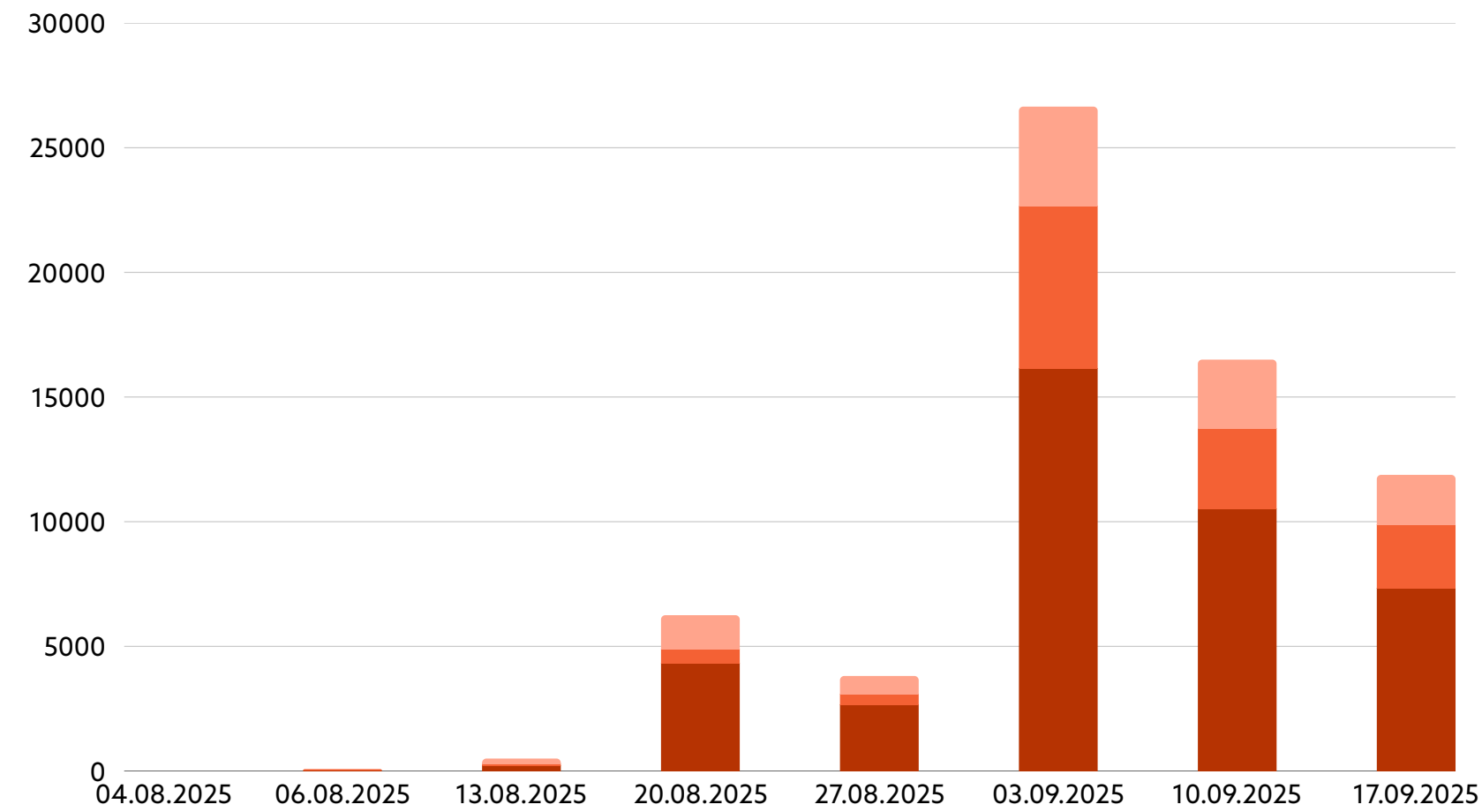
Hollow Knight: Silksong's narrative is divided into two primary Acts, with a secret third Act that requires certain conditions to be met. Players find themselves having gripes with certain aspects of each act, such as Act 1 having very little in the way of character progression compared to Act 2 and the means to access Act 3.

Most Negative

Topic	Count	All Time Sentiment	Period Sentiment	Difference
Bug	5,504	-37	-31	6
Bench	4,810	-7	-6	1
Damage	9,250	3	1	-2
Design	5,913	11	13	2
Act	5,863	13	13	0

Negative Sentiment Drivers Summary

Players of Hollow Knight: Silksong find themselves expressing dissatisfaction with various core aspects of the game, like how it handles damage and how its save points, benches, sometimes come at a cost to even access and are often inconveniently placed. Additionally there's some complaints about how unbalanced the game's three Acts feel at times, alongside some of the game's characters being frustrating to deal with.



Top 3 Discussed Categories

GAMEPLAY

41,222 Interactions in Period

Most Discussed Topics:

DifficultyBossKnight

Sentiment53

GAME STABILITY

13,351 Interactions in Period

Most Discussed Topics:

BugsBossKnight

Sentiment-22

UPDATES

11,087 Interactions in Period

Most Discussed Topics:

KnightBossHollow

Sentiment24

An abstract graphic consisting of a cluster of overlapping, semi-transparent cubes or rectangular prisms. The cubes are arranged in a way that creates a sense of depth and three-dimensional space. The lines of the cubes are thin and light gray, and the overall composition is clean and modern.

PART 1

MOST DISCUSSED CATEGORIES

A simple white line-art icon of a video game controller, featuring a central stick, four buttons, and a D-pad.

Gameplay

Hollow Knight: Silksong’s Gameplay category has over three times the number of interactions compared to its second and third most discussed categories, with a majority of the discussion surrounding the game’s difficulty.

A white line-art icon showing a game controller with three interlocking gears positioned over it, symbolizing game mechanics, stability, or bugs.

Game Stability

Amongst all topics in this category, discussion around Bugs is most prevalent, making up 41% of the discussion. However, further looking into this topic leads to the realization that a lot of discussion is actually around the insectoid characters of Hollow Knight: Silksong, not game glitches or problems.

A white line-art icon consisting of two circular arrows forming a loop, with a checkmark in the center, representing updates or a confirmed status.

Updates

Despite the fact that there has been no confirmation of DLC for Hollow Knight: Silksong, 21% of the discussion in this category is players assuming there will be, or asking for, future DLC content for the title.

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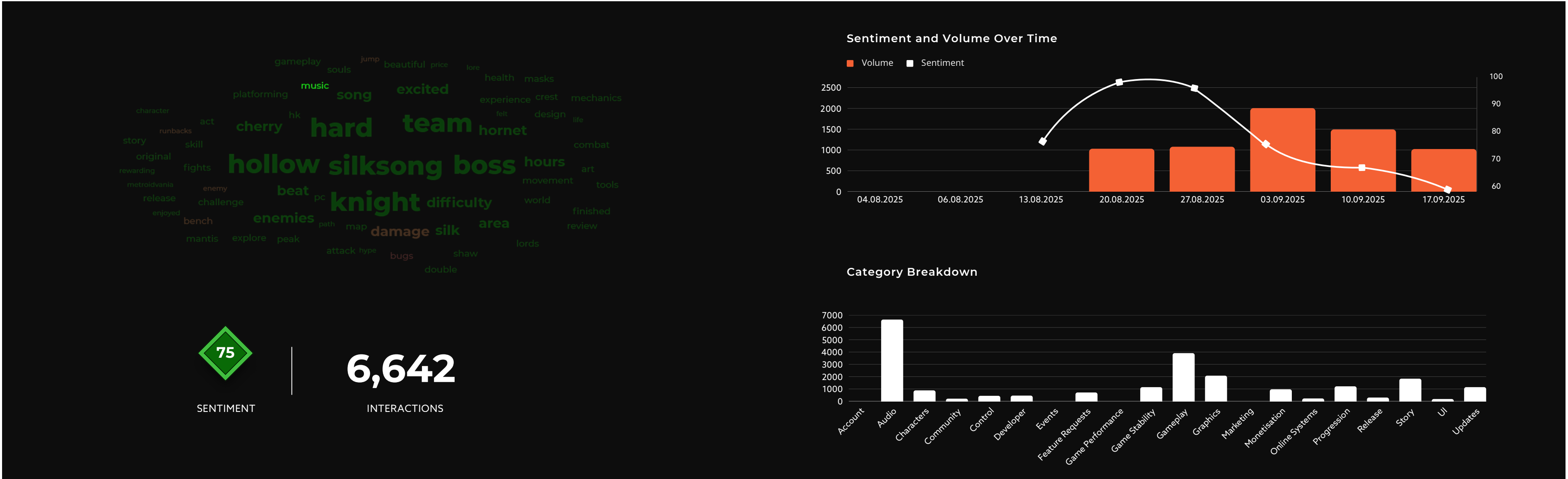
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PART 2

MOST DISCUSSED CATEGORIES

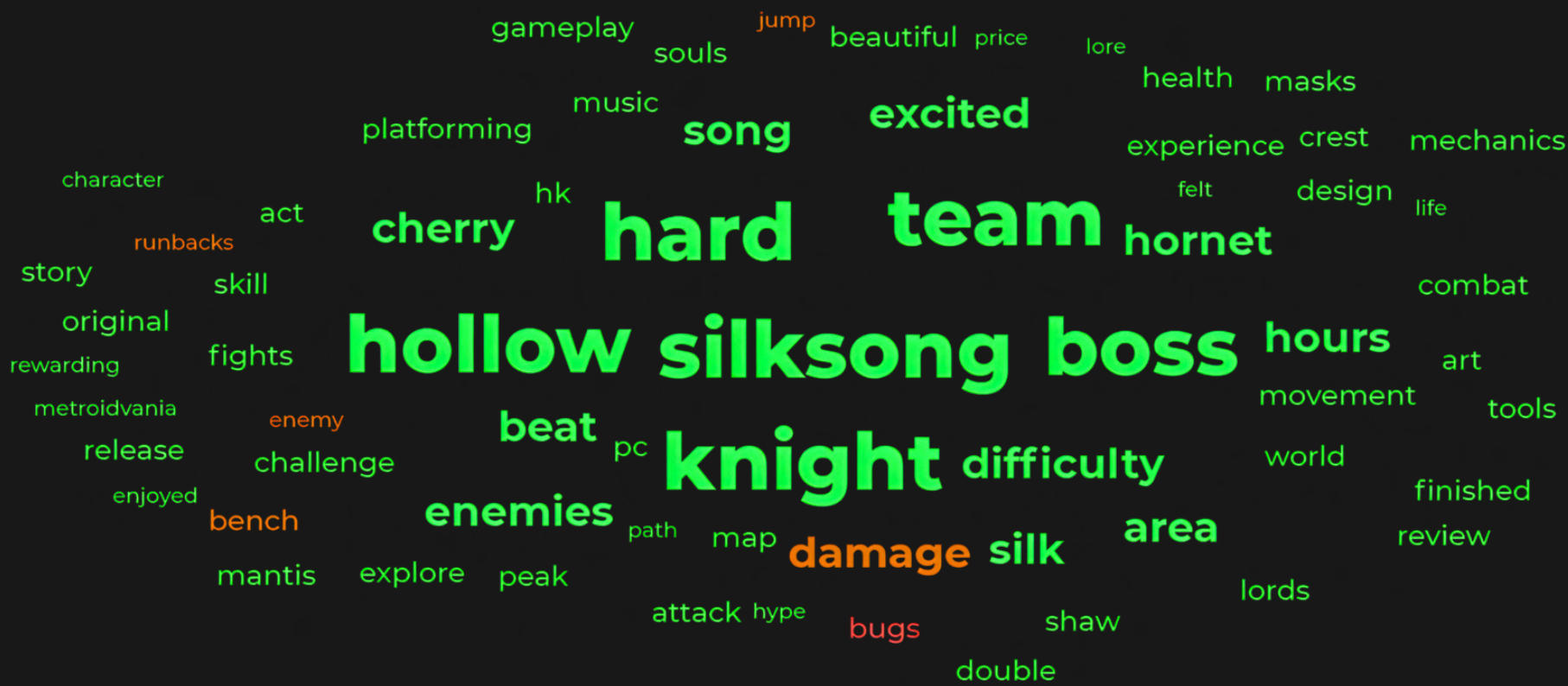
MOST POSITIVE CATEGORY



Out of all the Talking Points covered in the article, “Art” for Hollow Knight: Silksong has the most positive discussion surrounding it with an overall sentiment score of 64. Of all interactions including this talking point, 72% are Positive, 13% are Neutral and 16% are Negative. Other talking points that are frequently paired with Music are Knight (47%), Hollow (46%) and Music (43%).

ANALYSIS

GENERAL TALKING POINTS



Silksong is the subtitle afforded to this sequel to the original Hollow Knight, alluding to the silk that infests the civilisation of Pharloom and the Songs that are used to repel it.

Team

One half of the developer's name, Team Cherry, who previously developed the critically-acclaimed, award-winning title Hollow Knight and now, after 6 years post-announcement, have released its sequel in Hollow Knight: Silksong

Hard

Hollow Knight: Silksong is a notably difficult game, significantly more so than its predecessor. With high damage and enemies with versatile movesets, simple traversal of the game's expansive environments can be quite a challenge.

Silksong

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Boss

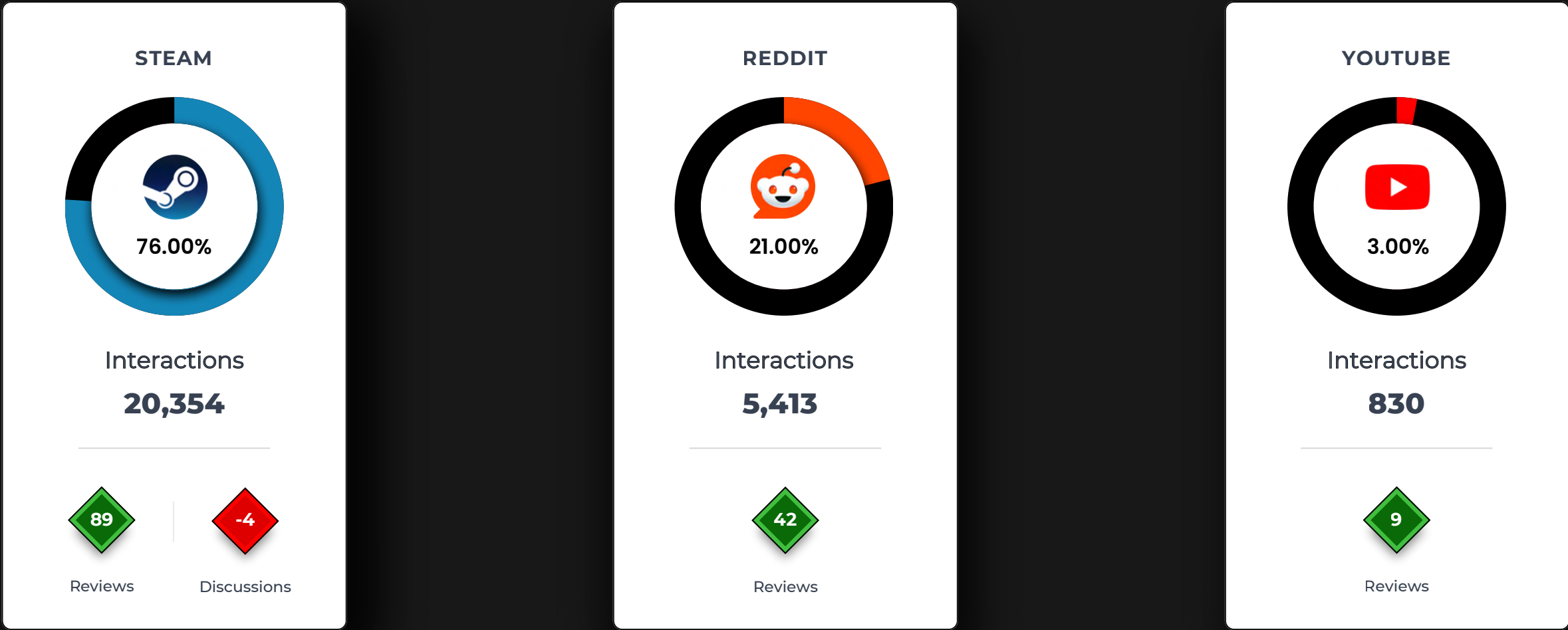
Boss enemies in Hollow Knight: Silksong are some of the game's main events and serve as major challenges that test your ability and block progress.

Hornet

Hornet is the name of the protagonist and playable character in Hollow Knight: Silksong, known for her tall, horned mask and red cloak.

DATA SOURCES OVERVIEW

T-30 days pre-release to T+60 days post-release.



SPLIT FICTION™

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KEY INSIGHTS

SENTIMENT ANALYSIS

Qualitative Analysis of Sentiment

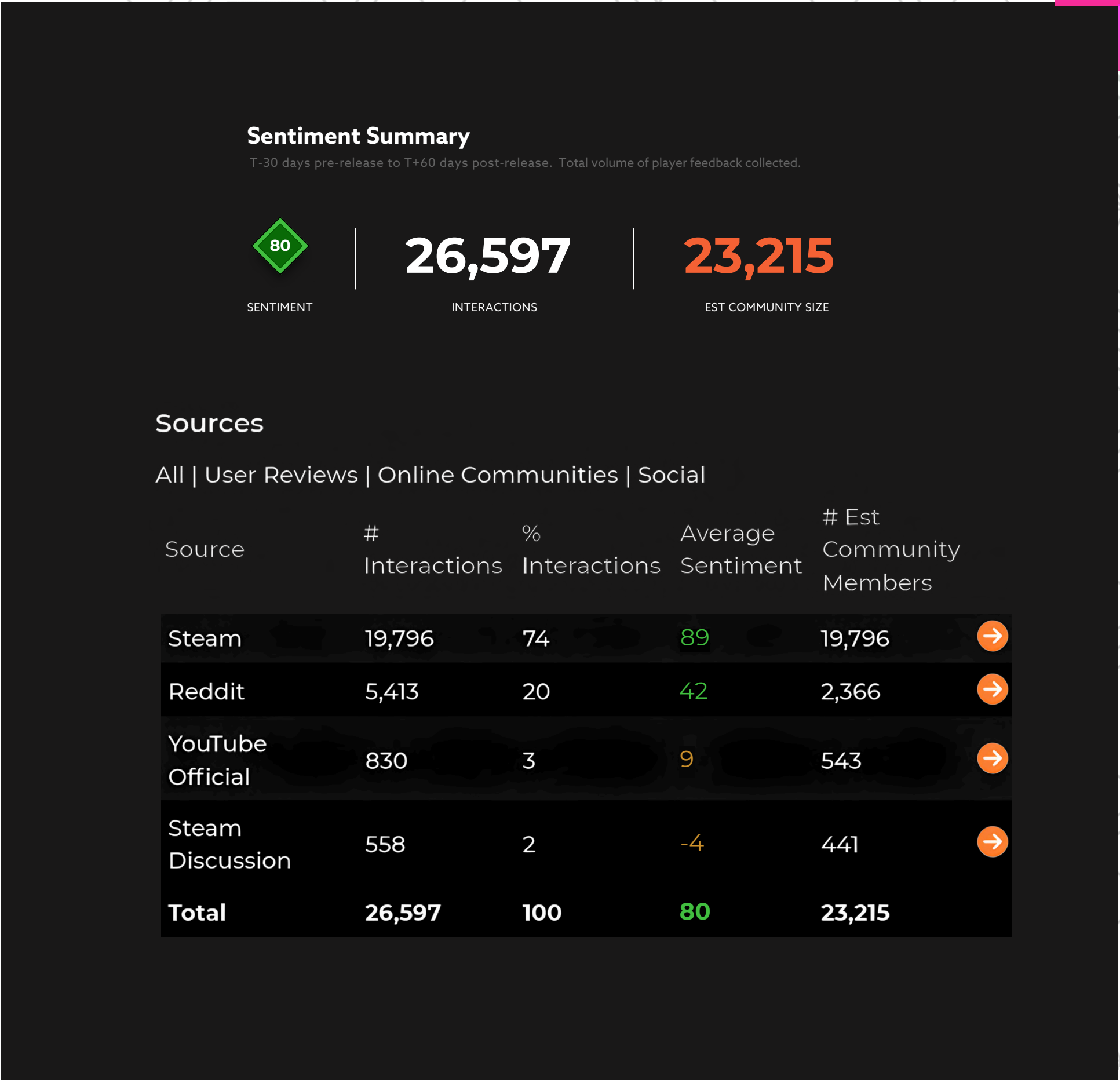
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Positive Aspects

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Negative Aspects

The biggest detractor for Hollow Knight: Silksong is how it distributes damage, with enemies dealing double damage as early as the game’s third area. This causes the game to be noticeably punishing, meaning players who aren’t as skilled at the game’s combat are going to have a much harder time than those who are. Additionally, various boss enemies force you to traverse hellish paths to get back to them in the event of a death, which adds further to the punishment.



POSITIVE ANALYSIS

SENTIMENT DRIVERS

1. Highly

When reviewing Split Fiction, players frequently mention that they'd highly recommend the title to anyone interested, usually offering a number of impressive accolades alongside the recommendation.

2. Fantastic

Split Fiction players often find themselves using "fantastic" to describe the game as a whole, often adding that it's a good experience to enjoy with friends and family.

3. Masterpiece

Split Fiction is frequently described as a masterpiece by its playerbase, offering exceptional praise to the game's every aspect, offering credence to it being featured in this report.

4. Unique

Split Fiction is a highly unique experience due to it being a dedicated co-op game, something that's almost never seen in today's gaming industry. In the current era of big-budget titles constantly playing it safe, games like Split Fiction are a massive breath of fresh air.

5. Co-op

Split Fiction is a Co-op game designed to be played by two players simultaneously, with each player having to engage with different parts of puzzles or levels for both to progress. This is a core aspect of the game, and one that Split Fiction does extremely well.

Most Positive

Topic	Count	All Time Sentiment	Period Sentiment	Difference
Highly	811	96	97	1
Fantastic	745	95	95	0
Masterpiece	811	94	95	1
Unique	672	91	93	2
Co	2,730	91	92	1

Positive Sentiment Drivers Summary

Players of Split Fiction thoroughly enjoy the title's co-op gameplay, which offers a unique experience that's rarely seen in today's games industry. The title finds itself the subject of frequent recommendations by its playerbase, who praise its every aspect as something exceptional.

NEGATIVE ANALYSIS

SENTIMENT DRIVERS

1. Steam

Some players of Split Fiction seem to have had issues when trying to play this title on the PC Games Platform, Steam, notably when trying to play through Steam Family Sharing.

2. Zoe

Zoe is one of Split Fiction’s two protagonists, which some players find that she’s written as a particularly bland and cliched character. Additionally, out of the two protagonists, many find Zoe’s mechanics much more boring to interact with.

3. Character

Split Fiction’s character writing is often described as “bland” or “flat” by more critical players, as many note how one-dimensional the game’s core cast feels at times and certain unusual or uncharacteristic decisions they make.

4. Mio

Mio is the other of Split Fiction’s protagonists, which some players find to be grating and annoying. Additionally, some players mention that she seems to have a complete personality flip at a certain point in the story which, while welcome, feels very uncharacteristic and out of nowhere.

5. Felt

This word is frequently used by players when describing their personal thoughts on Split Fiction, and how they perceived the title. However, many players who seem to go in-depth in their personal reviews tend to bring up a number of criticisms, hence the more negative sentiment.

Most Negative

Topic	Count	All Time Sentiment	Period Sentiment	Difference
Steam	563	59	57	-2
Zoe	552	61	59	-2
Character	1,561	57	59	2
Mio	605	57	60	-2
Felt	581	57	60	3

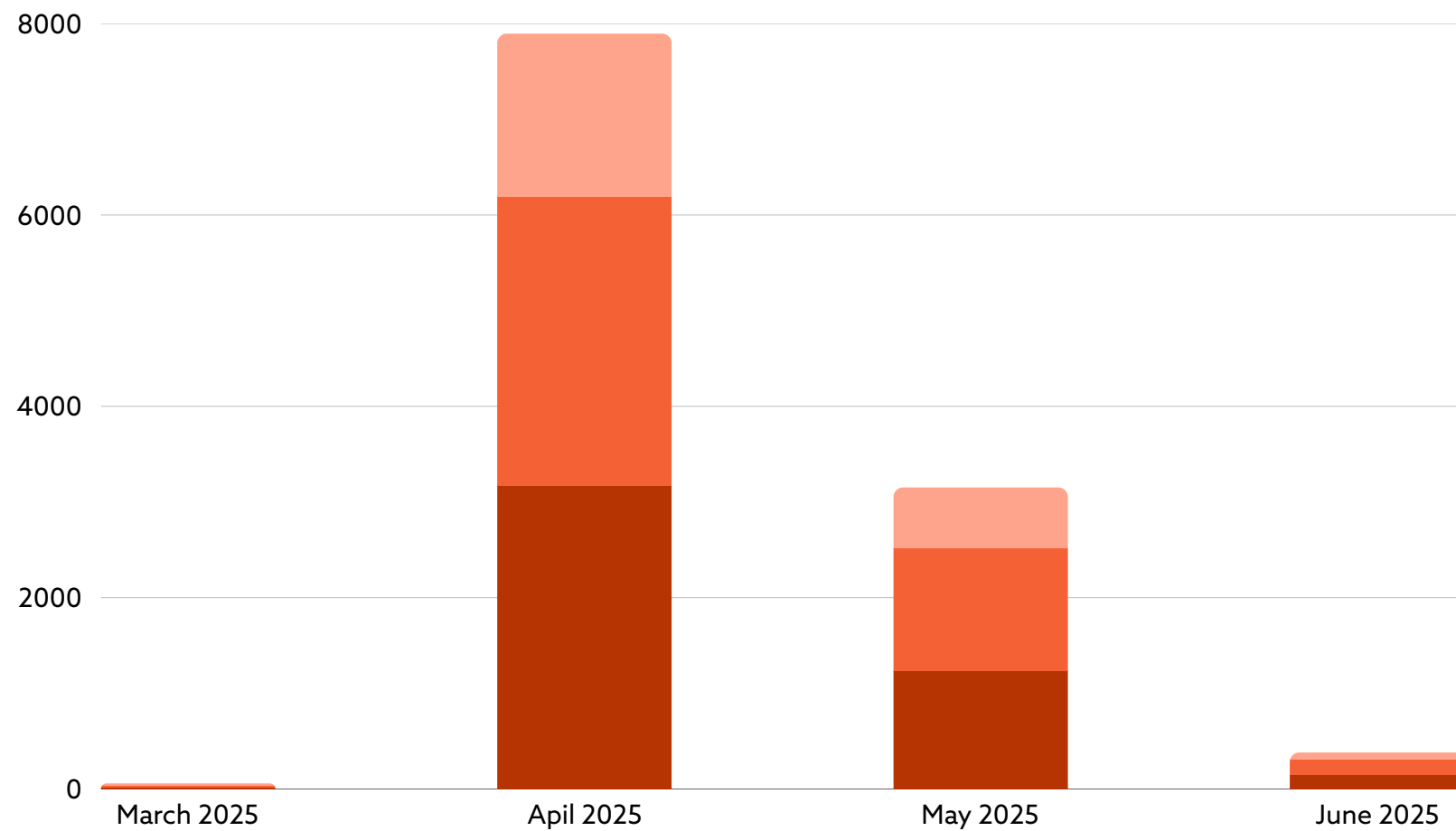
Negative Sentiment Drivers Summary

Players of Split Fiction express general dissatisfaction with the game’s character writing, particularly the game’s core protagonists Zoe and Mio, who are present throughout the whole game. Additionally, certain players experience certain issues trying to play this game through Steam.



PART 1

MOST DISCUSSED CATEGORIES



Top 3 Discussed Categories

GAMEPLAY

4,586 Interactions in Period

Most Discussed Topics:

Gameplay Story Mechanics

76

Sentiment

STORY

4,475 Interactions in Period

Most Discussed Topics:

Story Gameplay Characters

75

Sentiment

GRAPHICS

2,417 Interactions in Period

Most Discussed Topics:

Story Beautiful Visuals

84

Sentiment



Gameplay

Despite Co-op being an integral part of Split Fiction's gameplay, only 22% of discussion within this category is about the game's Co-op mechanics. That being said, what discussion there is about the game's Co-op features is positive 92% of the time



Story

Out of all discussion within this category 82% is about the game's Story itself, while discussion around Characters only takes up 23% and discussion around the World only takes up 11% of all discussion.



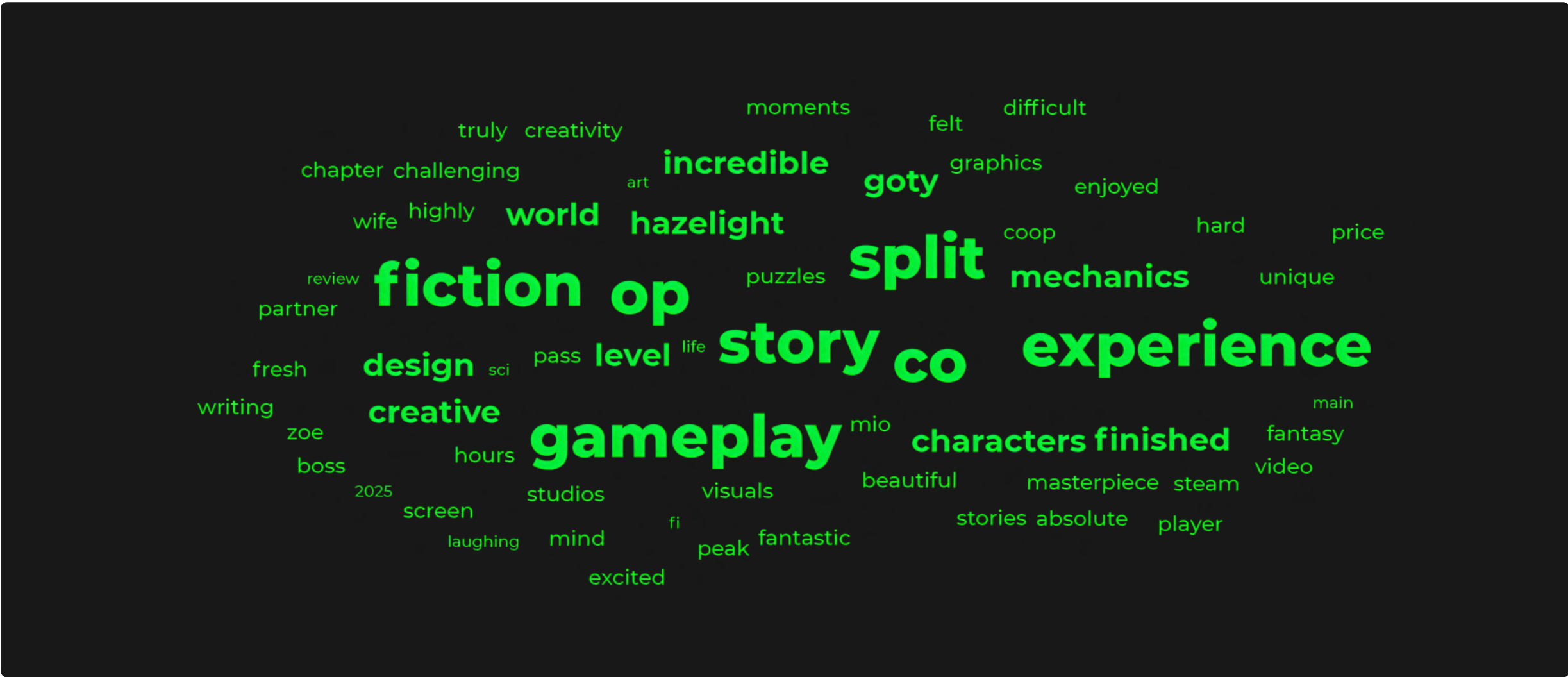
Graphics

This category has the highest sentiment score out of all of Split Fiction's discussion categories, with an overall sentiment score of 84.



ANALYSIS

GENERAL TALKING POINTS



FINAL INSIGHTS

KEY TAKEAWAYS

GAME-SPECIFIC INSIGHTS

01 Clair Obscur: Expedition 33

Clair Obscur: Expedition 33 is a title that's overwhelmingly well received, with its artistic aspects being near-unanimously praised and its mechanical aspects being not far behind. While it does receive criticism, a lot of it is mostly subjective and in the vein of the title not agreeing with personal tastes of certain players. While doesn't have the highest sentiment score of the 3 titles in this report, it's definitely the most well-received

02 Hollow Knight: Silksong

Hollow Knight: Silksong is a title that is notably more divisive than the other titles in this report. Its artistic elements are incredibly well-received, however certain players have grievances with the game's technical and unforgiving gameplay that makes the title notably more difficult for those that struggle with its systems. It possesses the lowest overall sentiment score by a notable margin, but also the largest sentiment disparity between all its categories.

03 Split Fiction

Split Fiction is a title that's overall well-received, with its mechanics and stage design being the greatest points of praise. Criticism is infrequent, but what criticism there is tends to be targeted at the title's narrative and characters that players cite as "bland" and "cliched". It possesses the highest overall sentiment score, and is the recipient of 2025's PlayerXP Community's Choice due to its unique mechanics and focus on co-operation.

GENERAL DISCUSSION POINTS

04 Game of the Year

Out of the 3 titles, Hollow Knight: Silksong is the only one that doesn't have a significant amount of discussion around the title being a contender for Game of the Year.

05 Similar Discussions

All 3 titles covered in this report have "Gameplay" as their most discussed category, with Clair Obscur: Expedition 33 and Split Fiction sharing "Story" as their second-most discussed category.

06 Artistic Focus vs Mechanical Focus

Clair Obscur: Expedition 33 and Hollow Knight: Silksong are more often praised for their artistic aspects, with both titles having divisive elements to their gameplay. Despite this, both titles have a notably larger estimated community size while being purely singleplayer experiences. In contrast, Split Fiction is more often praised for its mechanics and gameplay, but has a tangibly lower estimated community size and playerbase despite being a co-op multiplayer title. It's possible this is due to the game's visuals being less appealing, though could also be due to the fact that dedicated co-op is not overly popular with those who utilise online platforms.

07 Developer Discussion

When discussing the developers, players of Hollow Knight: Silksong and Split Fiction tend to use the name of the developers themselves (Team Cherry and Hazelight, respectively), but players of Clair Obscur: Expedition 33 tend to refer to them as simply "the devs/developers" more. Of the developers, Team Cherry is the most discussed, while Hazelight is the most praised.



Hazelight was founded by Josef Fares, experienced Swedish film director and creator of the **award winning game Brothers - A Tale of Two Sons**. Together with the core development team behind Brothers, in late 2014 Hazelight started its journey. From 2015 to 2018 the team developed **A Way Out**, the **first ever co-op only third person action-adventure**. The studio have grown over the years, both in team members and in passion for making the kind of games that has never been seen before. We worked hard to make our game, **It Takes Two**, something truly unique and engaging for all the players out there.



team cherry

Team Cherry is an indie game developer based in Adelaide, South Australia. The studio is renowned for creating **Hollow Knight**, a critically **acclaimed action-adventure game** celebrated for its intricate world-building, beautiful hand-drawn art, and challenging gameplay. Team Cherry is led by Ari Gibson and William Pellen, with Jack Vine joining as a coder after the original game's release. The company has just published the highly anticipated sequel, **Hollow Knight: Silksong**, and remains dedicated to crafting imaginative worlds filled with deep lore and engaging experiences.



Founded in 2020 in France, Sandfall Interactive is a video game studio developing **premium 3D games for PC and new gen consoles**. We believe the latest game-making technologies now make it possible for indie teams to deliver outstanding production value in a realistic 3D graphic style. With a focus on single-player experiences, we want to deliver incredible stories with intriguing characters in gorgeous fantasy worlds. We build the best pipelines we can to achieve this goal while keeping the creativity and agility of small teams. **Clair Obscur: Expedition 33** is Sandfall Interactive's first game



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