Information Aggregation and Product Reviews in the Entertainment Industry: Summary Version

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Summary

Metacritic does not publicly disclose their weighted average methodology, specifically how they construct their own derived aggregate score (Metascore) from reviews using critic weights. I propose a simple economic theory to explain Metacritic's choice of weights: optimal weights are assigned proportional to a particular measure of review quality. Proceeding under the assumption that Metacritic uses a weighted average scheme with weights assigned to each publication, I estimate critic weights using a dataset of aggregate and individual scores. A data transformation method is used for estimation. I find that the most prolific publication in a genre is not necessarily assigned the most weight. Metacritic's assigned weight depends very weakly on critic age, number of reviews, and review length. The weighted average scheme in use at Metacritic weakly gives lower weight to less accurate reviewers in terms of the bias and noise embedded in their reviews. However, according to the economic theory they do not sufficiently penalize critics with reviews of low quality. Metacritic can do better by making their weighting system more responsive to review quality.

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1 Introduction

Most review aggregation websites use a transparent method to generate the aggregate score they produce from individual reviewer scores earned by each work, which includes film, music, and video games. For example, film review aggregator Rotten Tomatoes (`rottentomatoes.com`) interprets each individual review as either "rotten" or "fresh", subsequently calculating an aggregate score as the percentage of reviews rated as fresh by the site. Although ambiguity remains in determining if a particular review is fresh or not, once the freshness of all of a film's reviews is determined, the aggregation methodology is transparent and immediate. However, some review aggregators, notably Metacritic (`metacritic.com`), choose not to publicly disclose their methodology. Specifically, it is not openly known how Metacritic constructs their own aggregate scores (which they call Metascores) from reviews published by individual critics. The aggregate scores produced by Metacritic have real-world implications for those involved in the production, distribution, and evaluation of works covered by the site. Metascores are used as an indicator of product quality by consumers when making purchasing decisions, by producers when compensating workers, by distributors when deciding which products to carry in stock, and by financial analysts when assigning value to the stock of media production companies. There is also evidence that parties write contracts with payment conditional on achieving a certain Metascore target. For example, a publisher may offer workers at a game development studio a two-part wage schedule which abruptly jumps up at a Metascore target of 85% for the finished product, which is effectively a bonus after release if the work is of sufficient quality. Therefore, explicit knowledge of Metacritic's procedure when determining aggregate scores is of particular interest to the various economic actors involved, including the general public.

The purpose, or market role, of review aggregators is threefold: (1) to standardize individual reviews by converting them to a common scale, e.g. out of 100 points, for comparability; (2) to centralize all critic reviews in a single location, reducing search time for end-users who want to read reviews; and (3) to generate an aggregate score from the opinions of individual critics, which serves as an overall indicator of work quality and a focal point for the end-user. Various aggregator sites prioritize centralization of individual scores and generation of an aggregate score differently: while Epinions (`epinions.com`) and GameRankings (`gamerankings.com`) take unweighted averages of critic reviews, Metacritic assigns higher priority to aggregation by using a weighted average scheme. The aggregate score (Metascore) generated by the site is potentially useful to economic agents for three reasons: (1) like individual scores, aggregate scores serve as a proxy for product quality, so consumers may use them in product purchase decisions; (2) if individual scores are subject to errors, e.g. critics make mistakes in assessing product quality or are systematically biased against certain product characteristics, then it is useful to aggregate critic reviews to

reduce the noise; and (3) if there are hundreds of reviews for a product, it is time-saving for the consumer to check one aggregate score at one location in place of hundreds of individual scores at many different locations. Therefore, using site traffic and relevance in contracts as evidence that review aggregators are providing value to the market, these sites serve a useful purpose in collecting and aggregating product information in the form of reviews, and aggregate score must possess some information content concerning product quality that is unique.

I propose a simple economic theory to explain Metacritic's choice of weights: optimal weights are assigned proportional to a particular measure of review quality, squared bias plus the variance of reviewer error. Proceeding under the assumption that Metacritic uses a weighted average scheme with weights assigned to each publication, I estimate critic weights using a dataset of aggregate and individual scores. A data transformation method is used for estimation. I find that the most prolific publication in a genre is not necessarily assigned the most weight. Metacritic's assigned weight depends very weakly on critic age, number of reviews, and review length. The weighted average scheme in use at Metacritic weakly gives lower weight to less accurate reviewers in terms of the bias and noise embedded in their reviews. However, according to the economic theory they do not sufficiently penalize critics with reviews of low quality.

Section 2 proposes a simple model of the economic problem faced by Metacritic in choosing critic weights in their weighted average for Metascore. Section 3 discusses estimation of the weights. Section 4 presents the results. Section 5 concludes. Section 6 contains the tables and results with three subsections: video games, music, and film. Finally, figures are in Section 7 with three subsections: video games, music, and film. ***Note that Sections 2 and 3 contain technical details. If you want to skip these, go directly to the results in Section 4, which includes the Metacritic weight estimates. The 2012-2013 video game critic weights start on p. 26, but please read p. 17 for an explanation of the results first.***

2 Theory

Consider the review aggregator's problem when receiving noisy unbiased signals from individual reviewers. Review quality is taken as given by the aggregator. The review aggregator takes a weighted average of individual product reviews to produce an aggregate score for each product. The weights should be set optimally to maximize the resulting signal quality of the Metascore. The aggregator's objective is to maximize traffic to its own site (i.e. advertising revenue) by producing a high-quality aggregate score. This is equivalent to choosing the weights to make aggregate score as accurate a measure of product quality as possible given what the aggregator learns about quality from individual product reviews written by critics.

2.1 Unbiased reviewers

Critic j generates an unbiased but noisy measure of true product quality μ^W given by $\mu_j^R = \mu^W + \varepsilon_j^R$ with variance $\text{Var}(\varepsilon_j^R) = \sigma_\varepsilon^2(j)$. The aggregator's problem potentially has two dimensions: the extensive margin of which critics to include in the aggregate score and the intensive margin of the weights assigned to included critics. In the data, the aggregator does not include all possible critics in its weighted average scheme for aggregate score, thus the extensive margin presents a meaningful choice. Focus on the case where the set of included critics is fixed and not a choice of the aggregator. Thus weight w_j^R assigned to critic j solves the aggregator's objective function (goal)

$$\min_{\{w_j^R\}_{j\in J}} \mathbb{E}\left[\left(\sum_{j\in J} w_j^R \mu_j^R - \mu^W\right)^2\right]$$

which says in words that the aggregator wants to minimize the mean squared deviation of its aggregate score (Metascore) from true product quality by choosing the set of weights assigned to the critics, where J is the set of all reviewers. The aggregator's objective simplifies to the variance-minimization problem

$$\min_{\{w_j^R\}_{j\in J}} \sum_{j\in J} \left(w_j^R\right)^2 \sigma_\varepsilon^2(j)$$

with optimality condition (for the optimal choice of reviewer weights by Metacritic)

$$\frac{w_j}{w_{j'}} = \frac{1/\sigma_\varepsilon^2(j)}{1/\sigma_\varepsilon^2(j')}$$

for all pairs of reviewers j and j'. Thus the aggregator weights reviews in direct proportion to their precision (inverse variance of review error). This is a key theoretical result that can be tested empirically after using an econometric technique to estimate the weights. Importantly, weight estimation is a function of the data

alone and does not depend on assuming that the aggregator's weights are chosen optimally. Estimation of the weights does depend on assuming that Metacritic uses a weighted average, however.

It turns out that there is a weak negative relationship between weight w_j and variance of review error $\sigma_\varepsilon^2(j)$ in the data. In fact, w_j weakly decreases with $\sigma_\varepsilon^2(j)$, which is exactly what the theory predicts: the aggregator gives additional weight to less noisy (higher quality) product reviews. One could stop here and conclude that the aggregator is not choosing the weights optimally, compromising the quality of its aggregate signal and violating rationality in light of the theory, because the relationship between the weight and review error is not strong enough in the data. However, one possible rationalization of this observation is that critics are biased, thus the aggregator needs to give biased critics less weight in the weighted average even though the unbiased critics may write noisier reviews.

2.2 Biased reviewers

In the data, we observe the following.

1. Large variation in average review score across reviewers, roughly a 15 point spread on a 100 point scale.
2. Large variation in the gap between average review score and average Metascore across reviewers.

This dispersion cannot be explained by critic selection of works to review alone and is evidence of reviewer bias. Before it was assumed that $\mu_j^R = \mu^W + \varepsilon_j^R$, so reviews are unbiased on average. Now add reviewer-specific additive bias term b_j to review score

$$\mu_j^R = (\mu^W + b_j) + \varepsilon_j^R$$

thus the bias term creates a wedge between average review score and true product quality. For a given critic, this wedge persists across all of its reviews.

Given that bias is now established as a data fact, the model must be modified to account for this. With the same aggregator objective as before, it reduces to

$$\min_{\{w_j^R\}_{j\in J}} \sum_{j\in J} \left(w_j^R\right)^2 \left(b_j^2 + \sigma_\varepsilon^2(j)\right)$$

with optimality condition (for the optimal choice of weights)

$$\frac{w_j}{w_{j'}} = \frac{1/\left(b_j^2 + \sigma_\varepsilon^2(j)\right)}{1/\left(b_{j'}^2 + \sigma_\varepsilon^2(j')\right)}$$

for each pair of reviewers j and j'. Since the errors due to review bias and noise are additive, they are independent (both within and across reviewers). Thus the aggregator gives less weight according to squared bias and error variance equally. This is the key condition that the theory provides which can be tested using the data and estimated weights assigned to the reviewers by Metacritic. According to the theory, we should observe that Metacritic gives weight to reviewers in proportion to their squared bias plus error variance. It turns out that this holds only weakly in the data given the estimated weights.

3 Estimation

Metacritic processes reviews of a released work in two stages. In the first stage, all reviews are converted into a numeric value, out of 100 possible points. This stage is transparent in almost all cases because reviewers usually publish scores on a scale that is immediately convertible into a 100 point scale. It is more ambiguous when review scores are on a letter grade scale, but Metacritic has their own publicly-available internal methodology for converting letter grades to numeric scores. Therefore, all data transformations employed in the first stage are observed. The second stage aggregates critic-specific reviews of a particular work into a single composite number, the Metascore, using unknown weights in a weighted average scheme. Metacritic itself states that it uses a weighted average method. Restrict attention to film, music, and video game reviews published online by the site. Because the first stage is so transparent, I am primarily interested in the reviewer weights used in the second stage as the object of estimation.

Let I denote the set of reviewed works; work i is in set I. Let J denote the set of reviewers (*New York Times*, *Washington Post*, etc.); reviewer j is in set J. Since only a subset of reviewers submit reviews for each work, let R_i denote the set of reviewers associated with work i. Let S_{ij} denote the score that work i received from reviewer j. Let w_j denote the weight that reviewer j receives in the weighted average that determines Metascore, which is assumed to be fixed across observations in some subset of the data. Data objects we can observe include the set of works I, the set of reviewers J, $\{R_i\}$ reviewer subsets for each work, $\{MS_i\}$ Metascores, and $\{S_{ij}\}$ individual reviewer scores. The only unobserved object is the set of weights $w = \{w_j\}$ assigned to reviewers. The identification problem is to uniquely recover the complete set of the w_j's, i.e. w, from the data, up to a scalar multiple.

The formula for computing Metascore is (for all i in set I)

$$MS_i = \frac{\sum_{j \in R_i} w_j S_{ij}}{\sum_{j \in R_i} w_j} \tag{1}$$

where the w_j weights are constant across observations. Equation (1) is informed by Metacritic's own disclosures about its review aggregation methodology, that it uses a weighted average scheme. There is no sampling error because all reviews are accessible on the website.

The direct estimation approach is to use plug-in analogue (for all i in set I)

$$\widehat{MS}_i = \frac{\sum_{j \in R_i} \hat{w}_j S_{ij}}{\sum_{j \in R_i} \hat{w}_j} \tag{2}$$

where $\widehat{MS}_i$ is the estimated Metascore, to generate an estimate for the set of reviewer weights $\hat{w} = \{\hat{w}_j\}$ with least-squares loss function

$$L(\hat{w}) = \sum_{i \in I} \left(\widehat{MS}_i - MS_i \right)^2 = \sum_{i \in I} \left(\frac{\sum_{j \in R_i} \hat{w}_j S_{ij}}{\sum_{j \in R_i} \hat{w}_j} - MS_i \right)^2 \tag{3}$$

using all the data. To generate estimates, choose

$$\hat{w}^* = \arg\min_{\hat{w}} L(\hat{w})$$

for the set of reviewer weights ($\hat{w}^*$ is the optimal estimate for w given the loss function). Given the discussion so far, it does not follow that w in (1) is uniquely identified from data on observed objects because the objective function in (3) is nonlinear inside the square since Metascore is a weighted average. However, using an appropriate transformation of the data, (1) can be linearized and an analogue of (2) can be used directly for estimation by linear regression.

The data transformation method uses the fact that the outcome variable, Metascore, is observed. From (1), multiplying both sides by $\sum_{j \in R_i} w_j$ and subtracting Metascore from both sides (for all i in set I),

$$\sum_{j \in J} \mathbf{1}\{j \in R_i\} \left[w_j (S_{ij} - MS_i) \right] = 0$$

which is a valid algebraic transformation of the original weighted average model ($\mathbf{1}\{j \in R_i\}$ is an "indicator function" that equals one whenever critic j wrote a review for the particular product). Next, add the following term to the left-hand side (this extra term equals zero, where $\mathbf{1}\{j \notin R_i\}$ equals one whenever critic j did not write a review for the product)

$$\sum_{j \in J} \mathbf{1}\{j \in R_i\} \left[w_j (S_{ij} - MS_i) \right] + \sum_{j \in J} \mathbf{1}\{j \notin R_i\} \left[w_j (MS_i - MS_i) \right] = 0$$

and add Metascore back to both sides after normalizing the sum of the weights to equal one ($\sum_{j \in J} w_j = 1$, which is an acceptable normalization to make since only relative weight matters in a weighted average)

$$\sum_{j \in J} w_j \left[\mathbf{1}\{j \in R_i\} S_{ij} + \mathbf{1}\{j \notin R_i\} MS_i \right] = MS_i \tag{4}$$

so this transformation is the same as replacing all missing data (for reviewers that did not publish a review on this product) with the Metascore. As long critics review a sufficient number of works, (4) identifies w provided that $|I| > |J|$ and all critics review a work for which their individual score deviates from the Metascore, restrictions that are satisfied in the data. In practice, one obtains an estimate for w, $\hat{w}$, by regressing the right-hand side of (4), Metascore, against the left-hand side variables, individual review scores, across all observations in the dataset. So, despite the seeming intractability of the weighted average model

at first glance, a minor transformation of the data restores linearity, provides identification of w under weak conditions, and makes linear regression viable again for estimation of $\hat{w}$.

However, even if the weighted average model in (1) is the true model, the resulting estimates derived from (4) can be imprecise in practice due to rounding error: Metacritic reports Metascore as an integer. I assume that Metacritic rounds to the nearest integer when reporting Metascore (assuming that they round up or down does not substantially affect the results). Therefore, the only source of measurement error is an unobserved ε_i attached to Metascore MS_i on the right-hand side of (4) that is uniformly distributed on the interval $[-0.5, 0.5]$. The draws of ε_i are assumed to be independent across observations (works), which is reasonable in the case of rounding error. To quantify the uncertainty associated with estimating w given the data, I estimate

$$MS_i + \varepsilon_i = \sum_{j \in J} \hat{w}_j \left[\mathbf{1}\{j \in R_i\} S_{ij} + \mathbf{1}\{j \notin R_i\} MS_i \right]$$

a large number of times with simulated draws of $\varepsilon_i \sim Uniform[-0.5, 0.5]$ and produce confidence intervals for $\hat{w}$ with 90% coverage. The median of this 90% confidence interval is reported as $\hat{w}_{MED}$ in the results, with left and right endpoints CI_L and CI_R. The point estimate with $\varepsilon_i = 0$ for all works, which does not take measurement error into account, is reported as $\hat{w}$ in the results; $\hat{w}_{MED}$ is the preferred point estimate, although in practice the difference between $\hat{w}$ and $\hat{w}_{MED}$ is small.

4 Results

The data consist of Metacritic (`metacritic.com`) website entries from January 2000 to April 2013. This includes Metascores, associated individual review scores from critics, and some work-specific characteristics for evaluated works in three genres listed on the Metacritic website: video games, music, and film.

Note: All tables are in Section 6 (p. 17). All figures are in Section 7 (p. 81). Please read the explanations on those pages first before reading the tables and figures.

4.1 Video games

4.1.1 Figures

Figure 1 plots estimated reviewer weight against review quality. A weak positive relationship is observed, consistent with the theory. Metacritic does weight reviews more if they are of high quality, but it turns out that they do not weight higher-quality reviews enough from the perspective of the theory. Figure 2 presents a graph of reviewer weight versus Alexa rank, a measure of a website's popularity and thus the critic's prestige and standing in the industry. This graph only includes reviewers that currently have a website. Since a lower rank is associated with more web traffic, a lower Alexa rank is better from the perspective of the site's advertising revenue. I take the log of Alexa rank to make the graph easier to read. We observe the expected negative relationship between Alexa rank and critic weight, so reviewers with more web traffic receive a higher weight from Metacritic. However this relationship is rather weak.

Figure 3 plots reviewer weight against the age of the critic in years, i.e. the number of years the publication has been operating. The idea here is that older critics should have accumulated more prestige and reputation over time when compared to younger critics, thus they should receive higher weight in the weighted average scheme of Metacritic. It turns out that this is not the case, with younger critics receiving higher weight. In any case the relationship between critic weight and age is very weak. Figure 4 shows a positive relationship between publication founding date and weight, which is consistent with the findings in the previous figure: younger publications receive higher weight. These two figures are not identical because age and founding date are not always observed together for each critic.

Figure 5 shows that there is a very weak negative relationship between review length and critic weight. This is against expectations that longer reviews would be of higher quality, and thus Metacritic would assign more weight to those critics. Figure 6 suggests that there is not a convincing relationship between number of reviews by a particular critic and their weight in Metacritic's system. If anything, critics with more reviews (which are likely to be older) are given lower weight according to the best fit line, which is counterintuitive.

Figure 7 is supportive of the theory that Metacritic gives unbiased reviewers more weight. Critic weight

is peaked at zero bias and tails off as the absolute value of the bias increases. This suggests that the sign of the bias does not matter for a critic's weight, only the magnitude, which again is consistent with the theory. Figure 8 again confirms the theory: reviewers with lower error receive higher weight (error is defined as the difference between the Metascore and the critic's score, and in this case we are plotting the standard deviation of the error on the horizontal axis).

However, what the theory says exactly is that critics should be weighted proportionally to a specific measure of review quality: bias squared plus the variance of review error. Figure 9 plots weight against this measure of review quality, but is not a precise test of the theory because the relationship should be proportional not linear. This figure provides supportive evidence that Metacritic does indeed give critics with lower review quality less weight in their weighted average system.

Figure 10 provides an exact test of the theory provided in this paper. The green 45 degree line is what the theory predicts, and the red line is the best fit to the observed data given the critic weight estimates. Since the green and red lines do not overlap, the theory does not fit perfectly. However, the red line slopes up, suggesting that Metacritic does weight critics with higher quality reviews more. Since the slope of the red line is far below the slope of the green line predicted by theory (one, to be precise), Metacritic does not optimally weight critics that produce reviews of high quality (again, according to the theory presented in this paper). Specifically, they are underweighting the best critics, or alternatively overweighting the worst ones. Put another way, their weighting system is not responsive enough to variation in review quality across critics. Again, this paper measures review quality as the sum of squared bias plus the variance of review error. Review error is defined as the critic's score minus the Metascore for each observation where the critic published a review. Bias is the mean of review error.

4.1.2 Tables

Summary statistics for the set of video game critics are provided in Tables 1-8. I provide estimates of critic weight for a series of 2-year periods from January 2000 to April 2013: 2000-2001, 2002-2003, 2004-2005, 2006-2007, 2008-2009, 2010-2011, and 2012-2013 (April). Due to the estimation procedure used and the presence of measurement error in the form of rounding error for Metascore, it is not possible to obtain estimates precise enough to estimate over one-year periods alone. The full results are provided in Tables 9-33 in Section 6.

These tables provide four estimated objects. The point estimate $\hat{w}$ for critic weight ***does not take into account rounding error***, and thus is not the preferred measure of weight. The best point estimate provided in this paper is $\hat{w}_{MED}$, the median of a large number of simulations where ***random rounding error is accounted for***. Usually $\hat{w}$ and $\hat{w}_{MED}$ do not vary by much for a particular critic at one point

in time. However, in many cases we obtain a large but very imprecise point estimate, and that imprecision makes the point estimate not meaningful. Specifically, CI_L and CI_R are the left and right endpoints of the 90% confidence interval for point estimate $\hat{w}_{MED}$. This means that with 90% probability the actual point estimate lies within the range CI_L to CI_R. It is ***critically important*** to stress that ***estimates where the left endpoint of the 90% confidence interval is negative ($CI_L < 0$) and the right endpoint is positive ($CI_R > 0$) are indistinguishable from zero*** (at a confidence level of 90%) according to the estimation method used in this paper. Again, this uncertainty is due to presence of rounding error in Metacritic's reporting of the Metascore: the true Metascore might be 97.672, but 98 is reported by the site (according to the assumed "round to the nearest" rule).

Because only relative weights matter in a weighted average system, for each 2-year period the critic with the highest estimated weight has their weight $\hat{w}$ normalized to 1. For the 2012-2013 period, this critic is MMORPG.com. However, it is very important to note that their point estimate is imprecisely estimated: it ranges from -0.56 to 2.73 (the left endpoint CI_L is negative and the right endpoint CI_R is positive). Thus with 90% confidence we cannot say that their weight is different from zero, so this result should not be interpreted as MMORPG.com receiving the highest weight from Metacritic during this period. Due to the estimation technique and measurement error in the data, MMORPG.com's weight is indistinguishable from zero. The critic with the highest weight that we can say is bounded away from zero is Modojo with a point estimate $\hat{w}_{MED} = 0.53$ and a 90% confidence interval of $[0.41, 0.65]$. This weight is precisely estimated and far from zero.

Similar analysis can be applied to the other 2-year periods, where the critic with the highest weight (normalized to 1 for each period) changes. In 2010-2011, this is Total PC Gaming with 90% confidence interval $[0.26, 1.83]$ for weight; 2008-2009, AppGamer with $[0.4, 1.71]$; 2006-2007, IGN AU with $[-0.08, 2.18]$ (indistinguishable from zero at 90% confidence); 2004-2005, Village Voice with $[-0.01, 1.87]$ (indistinguishable from zero at 90% confidence); 2002-2003, Official Playstation 2 Magazine UK with $[-0.42, 2.19]$ (indistinguishable from zero at 90% confidence); and finally 2000-2001, AceGamez with $[-0.18, 2.08]$ (indistinguishable from zero at 90% confidence). Since the critic with the highest weight in a period very often has an imprecisely estimated point estimate, it is not productive to focus too much on the identity of that particular critic. ***The estimates provided in these tables are most useful for comparing set of critics which have precisely estimated weights.***

Let's focus on one particular pair of critics, notable game review sites IGN (`ign.com`) and Gamespot (`gamespot.com`). The following table provides the relevant estimates (remember that the critic normalized to 1 is changing each year). The weights of these two critics are always precisely estimated because they frequently publish game reviews.

Critic	2000-2001	2002-2003	2004-2005	2006-2007	2008-2009	2010-2011	2012-2013
IGN	0.94	0.94	0.49	0.52	0.34	0.42	0.38
Gamespot	0.93	0.95	0.50	0.48	0.20	0.27	0.31

The two sites received very similar weight from Metacritic in the 2000-2007 period. However, starting in 2008 this bilateral relationship changed and IGN was assigned substantially more weight. Gamespot slowly recovered from this shock that manifested itself in the 2008-2009 period, gradually catching up to IGN in terms of weight, but still has not yet fully recovered from the blow. The "shock" here that caused Gamespot's weight to suddenly decline is likely the 2007 *Kane & Lynch: Dead Men* incident (referenced extensively in the press) where Gamespot Editorial Director Jeff Gerstmann was fired for publishing an unfavorable review of the game due to external pressure from publisher Eidos Interactive. Metacritic viewed this event as signaling Gamespot's lack of independence and reduced their weight in the Metascore formula accordingly. Numerous other narratives such as this one can be developed from the extensive estimates provided in this paper, but this is a particularly clear-cut case of cause and effect.

Table 34 assesses the goodness of fit of the weighted average model estimated here for video game reviews. This paper's model always improves upon the unweighted average in terms of matching observed variation in Metascore: while the unweighted average usually misses Metascore by a point on average, the weighted average model reduces that to 0.4 points. Again, to interpret, the estimation procedure applied by this paper misses the actual Metascore by about 0.4 points (the average Metascore for video games is 68.83) on average. This method explains 99.8% of the observed variation in Metascore.

4.2 Music

4.2.1 Figures

Figure 11 shows that for music reviews, higher quality reviewers are given more weight. Figure 12 suggests an unexpected negative relationship between number of reviews and weight. Figure 13 provides evidence that unbiased music critics are given higher weight in Metacritic's system. Figure 14 says that Metacritic downweights noisier critics with high error variance. So far all these figures are consistent with the theory.

Figure 15 shows that Metacritic does weight critics according to the review quality measure proposed in this paper, bias squared plus the variance of review error. Figure 16 provides a direct test of the theory to determine if Metacritic's music critic weights are chosen optimally from the perspective of signal quality. The best fit red line does have positive slope, but the magnitude of the slope is too low to be consistent with the theory (green line, 45 degree line, with a slope of one). Thus we again conclude that Metacritic does not sufficiently weight the best critics, according to the theory.

4.2.2 Tables

Summary statistics for the set of music critics are provided in Tables 35-37. Tables 38-50 provide estimates for the weight assigned by Metacritic to music reviewers. See the video games tables section for details; the same guidelines for analysis apply here. The goodness of fit of these weighted average models is assessed in Table 51. The weighted average model estimated here always outperforms the baseline unweighted average model in terms of predicting Metascore, but the weighted average model still misses by about 2 points on average (the unweighted average model misses by 2.5 points). This is likely due to the "normalization" procedure that Metacritic states that they use for music and film reviews on their site, which is still unclear. Whatever it is, this normalization goes beyond the standard weighted average procedure. It is difficult to provide an economic rationale for why such a normalization (arbitrarily increasing the dispersion of critic reviews before applying the weighted average formula) is appropriate. Still, the weighted average model employed here explains about 90% of the observed variation in Metascore, up from 83% for the unweighted average model (for the 2012-2013 period).

4.3 Film

4.3.1 Figures

Figure 17 yields the expected positive relationship between review quality and critic weight, although that relationship is rather weak. Figure 18 again delivers the counterintuitive result that critics with more reviews receive lower weight. Figure 19 shows that, partially consistent with the theory, Metacritic down-weights reviewers that exhibit positive bias (the theory says that the sign of the bias should not matter for determining critic weight). Figure 20 suggests no relationship between reviewer error and critic weight, which runs against the predictions of the theory (should be a negative relationship). Figure 21 again displays no relationship between this paper's preferred measure of review quality (bias squared plus error variance) and the weight assigned by Metacritic. Figure 22 confirms that the theory does not hold for film reviews. The theory is rejected because the slope of the red best fit line is nearly zero, although it is supposed to match the slope of the green line predicted by theory of one. Metacritic's normalization procedure appears to be very important for film reviews since the theory is soundly rejected here.

4.3.2 Tables

Summary statistics for the set of film critics are provided in Tables 52-53. Tables 54-60 provide estimates for the weight assigned by Metacritic to film reviewers. See the video games tables section for details; the same guidelines for analysis apply. The goodness of fit is assessed in Table 61. Again, similar to music reviews, the weighted average model estimated here always outperforms the baseline unweighted average model in terms of predicting Metascore, but the weighted average model still misses by about 2.5 points on average (the unweighted average model misses by 4 points). Nevertheless the weighted average model employed here explains about 96% of the observed variation in Metascore, up from 87% for the unweighted average model (for the 2012-2013 period).

5 Conclusion

I propose a simple economic theory to explain Metacritic's choice of weights: optimal weights are assigned proportional to a particular measure of review quality, squared bias plus the variance of reviewer error. Proceeding under the assumption that Metacritic uses a weighted average scheme with weights assigned to each publication, I estimate critic weights using a dataset of aggregate and individual scores. A data transformation method is used for estimation. I find that the most prolific publication in a genre is not necessarily assigned the most weight. Metacritic's assigned weight depends very weakly on critic age, number of reviews, and review length. The weighted average scheme in use at Metacritic weakly gives lower weight to less accurate reviewers in terms of the bias and noise embedded in their reviews. However, according to the economic theory they do not sufficiently penalize critics with reviews of low quality.

From an economic perspective, according to the estimates produced in this paper, Metacritic's weighting system is too egalitarian. In other words, their weighted average scheme produces an aggregate score or Metascore too close to the standard unweighted average to be optimal from a signal processing perspective. Metacritic should give the best critics more weight and the worst critics less weight, where "best" and "worst" are defined according to the review quality measure used in this paper, bias squared plus the variance of review error. This measure is not arbitrarily imposed but rather comes directly from the parsimonious economic model outlined in Section 2 with biased reviewers (and critics certainly are biased in the data).

Metascore is used as an important market signal by consumers, publishers, studios, and traders. Many consumers check Metacritic obsessively for the latest product reviews to maximize the value of their scarce disposable income. Publishers tie studio compensation on projects to the Metascore of the resulting product. Traders use Metascore as a proxy for product quality and thus sales, which is useful since Metascore is published before official sales data are released. All of these market participants rely upon Metacritic to deliver an aggregate score that is as reliable as possible in terms of its association with product quality. According to the theory proposed here, Metacritic can do better by making their weighting system more responsive to review quality.

6 Tables

6.1 Tables: Video Games

Notes, Critics: The term μ_{score}: mean of individual critic score; σ_{score}: standard deviation of individual critic score; Bias: mean reviewer bias (score less Metascore for each work reviewed); σ_{error}: standard deviation of review error (score minus Metascore for each review published by a critic); μ_{MS}: mean of Metascore.

Notes, Results: The term $\hat{w}$: estimated reviewer weight for that subsample ***without taking rounding error into account*** *(2-year period); $\hat{w}_{MED}$: median of estimated reviewer weight* ***when rounding error is accounted for****; CI_L: left endpoint of the 90% confidence interval when rounding error is accounted for; CI_R: right endpoint of the 90% confidence interval when rounding error is accounted for.* ***IMPORTANT: estimated weights $\hat{w}$ and $\hat{w}_{MED}$ are indistinguishable from zero at 90% confidence when CI_L is negative and CI_R is positive.***

Table 1: Critics (video games), part 1

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma^2_{error}$
148Apps	1,365	78.62	10.27	3.64	8.66	9.79	88.27
1UP	3,489	69.18	19.69	-3.08	12.13	0.35	156.54
360 Gamer Magazine UK	250	69.60	16.05	-3.32	9.31	0.77	97.76
3DAvenue	367	77.65	11.51	2.43	9.42	8.82	94.62
3DJuegos	1,735	77.41	11.53	3.84	5.83	8.58	48.78
4Players.de	482	71.08	14.86	-0.30	9.61	2.25	92.39
9Lives	185	77.58	9.83	3.17	6.81	8.75	56.38
Absolute Games	627	64.39	16.83	-7.44	10.94	-4.44	175.10
Absolute Playstation	92	87.58	7.56	5.90	8.79	18.75	112.09
AceGamez	2,478	73.20	16.85	2.51	11.17	4.37	131.13
ActionTrip	882	76.34	13.94	0.61	8.62	7.51	74.72
Adrenaline Vault	773	72.35	16.40	-1.75	10.21	3.52	107.33
Adventure Gamers	328	67.99	16.54	-1.55	12.15	-0.84	150.02
All Game Guide	815	66.96	17.46	-7.38	10.89	-1.87	173.13
AllDreamcast	41	78.12	18.31	1.61	8.74	9.29	78.94
AltGaming	67	65.97	17.59	-9.33	12.62	-2.86	246.33
Antagonist	101	83.32	13.09	6.57	9.71	14.49	137.45
AppAdvice	133	87.37	10.79	13.38	11.59	18.54	313.42
AppGamer	252	79.44	13.79	3.62	8.23	10.61	80.88
AppSafari	238	82.90	11.78	6.18	10.66	14.07	151.92
AppSmile	416	81.97	10.71	5.17	7.80	13.14	87.63
AppSpy	1,091	77.35	14.31	2.79	10.11	8.52	110.06
Apple'N'Apps	73	70.27	17.16	-2.77	12.28	1.44	158.45
Armchair Empire	2,074	76.16	14.43	2.19	8.73	7.32	81.09
AtomicGamer	838	82.38	11.07	4.91	7.44	13.55	79.49
AusGamers	227	76.45	15.76	1.36	8.21	7.62	69.28
Australian GamePro	73	84.04	11.26	5.51	8.87	15.21	108.94
BBC Sport	48	83.08	9.79	4.79	9.39	14.25	111.13
BigPond GameArena	331	76.27	17.89	-2.26	12.27	7.44	155.60
Bit-Gamer	70	70.04	19.11	-4.66	13.06	1.21	192.18
BonusStage	672	79.31	12.62	8.41	10.26	10.47	176.00
Boomtown	989	69.96	16.21	-3.82	10.15	1.13	117.56
CD-Action	434	69.79	15.65	-1.65	9.29	0.96	89.10
CNET Gamecenter	272	68.05	18.07	-4.90	10.06	-0.78	125.26
CPUGamer	300	79.34	13.06	2.18	9.44	10.51	93.94
Canadian Online Gamers	211	73.73	15.46	1.47	8.28	4.89	70.66
Cheat Code Central	5,468	71.90	16.01	2.53	9.76	3.07	101.57
CheckOut	65	79.85	14.20	-0.65	8.79	11.02	77.68
Cincinnati Enquirer	311	80.05	12.34	1.78	10.34	11.22	110.03
Cinescape	319	78.30	21.30	2.82	12.64	9.47	167.74
Cloudchaser	60	76.75	15.40	-0.70	9.36	7.92	88.13
Computer Games Magazine	1,300	63.60	21.09	-8.35	14.69	-5.23	285.70
Computer Games Online RO	443	79.92	10.46	3.04	6.71	11.09	54.25
Computer Gaming World	688	61.61	22.50	-9.65	13.99	-7.22	288.99
Computer and Video Games	977	73.47	16.11	-0.81	10.49	4.64	110.72
Console Gameworld	475	76.60	15.75	4.11	8.91	7.77	96.37
Console Monster	891	73.11	18.01	1.42	10.01	4.28	102.29
Core Magazine	172	72.28	20.21	-3.70	12.21	3.45	162.77
Cubed3	505	73.33	15.55	3.43	9.90	4.50	109.86
Cynamite	602	79.23	12.82	4.79	7.50	10.40	79.09

Table 2: Critics (video games), part 2

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma^2_{error}$
D+PAD Magazine	490	71.59	17.00	-3.44	9.64	2.76	104.76
DC Swirl	87	65.17	17.71	-7.13	10.36	-3.66	158.20
DS Central	8	75.00	20.70	12.00	13.79	6.17	334.29
Da Gameboyz	1,084	78.12	11.61	4.34	7.61	9.29	76.71
Daily Radar	376	70.44	26.53	-0.79	17.16	1.61	295.12
DailyGame	815	74.77	14.35	1.80	9.04	5.94	84.96
DarkStation	1,206	73.43	15.44	-0.20	8.73	4.60	76.25
DarkZero	740	70.48	17.63	-2.86	10.51	1.65	118.71
Deeko	740	76.08	15.37	3.79	9.33	7.25	101.41
Destructoid	1,455	71.72	19.07	-1.74	12.95	2.89	170.64
Detroit Free Press	408	69.36	21.22	-3.83	15.67	0.53	260.24
Digital Chumps	723	77.40	13.25	4.28	8.17	8.57	85.12
Digital Entertainment News	734	68.37	18.33	0.97	12.80	-0.46	164.85
Digital Spy	430	70.28	17.37	-3.70	11.10	1.45	136.95
Dreamcast HQ	35	80.57	9.68	5.37	11.87	11.74	169.80
Dreamcast.net	22	85.82	11.24	6.32	7.28	16.99	92.91
Edge Magazine	2,231	64.34	15.86	-10.02	10.15	-4.49	203.50
Electric Playground	852	76.55	14.12	1.87	9.38	7.72	91.45
Electronic Gaming Monthly	2,501	69.05	16.78	-4.28	9.41	0.22	106.96
Entertainment Weekly	258	76.83	18.21	0.15	13.13	8.00	172.32
Eurogamer	4,057	66.82	17.77	-5.32	10.60	-2.01	140.56
Eurogamer Germany	298	72.35	16.47	-1.25	10.05	3.52	102.51
Eurogamer Italy	1,218	73.38	14.36	0.74	7.76	4.55	60.75
Eurogamer Portugal	814	73.08	15.00	-1.46	7.53	4.25	58.82
Eurogamer Spain	654	73.17	15.66	-1.83	8.26	4.33	71.56
Eurogamer Sweden	518	67.74	18.95	-4.06	11.90	-1.09	158.10
Everyeye.it	1,288	73.90	13.27	0.92	7.89	5.07	63.05
Evil Avatar	23	77.83	15.06	-3.78	12.08	9.00	160.21
Extreme Gamer	1,065	76.42	12.89	2.22	7.51	7.59	61.34
FHM	39	78.97	18.32	-1.31	13.34	10.14	179.77
Ferrago	110	76.29	11.47	-1.44	8.29	7.46	70.83
FiringSquad	279	80.47	11.56	-0.14	7.51	11.64	56.49
Four Fat Chicks	198	81.04	17.15	7.43	13.95	12.20	249.93
Frictionless Insight	51	72.94	15.27	1.35	10.67	4.11	115.74
G4 TV	2,644	64.44	19.47	-7.10	12.07	-4.39	196.08
GBA Central	39	73.59	18.85	-2.23	14.26	4.76	208.26
GMR Magazine	892	71.41	17.15	-3.82	10.22	2.58	119.12
GRYOnline.pl	269	74.48	14.96	0.39	8.21	5.65	67.50
Game Almighty	339	70.97	16.13	0.04	9.60	2.14	92.24
Game Chronicles	2,917	77.07	15.03	7.00	9.68	8.24	142.73
Game Fan	65	82.12	14.06	3.66	9.21	13.29	98.23
Game Informer	5,240	74.07	14.73	2.28	9.13	5.23	88.54
Game Over Online	2,559	77.43	12.45	3.40	7.42	8.60	66.63
Game Positive	112	75.79	13.12	-2.44	6.55	6.95	48.86
Game Power Australia	131	78.59	14.17	0.74	5.81	9.76	34.30
Game Revolution	3,633	64.91	21.28	-8.94	13.04	-3.92	249.78
GameBiz	479	78.32	13.32	3.32	8.27	9.49	79.51
GameBrink	277	79.42	12.74	5.90	10.14	10.59	137.52
GameCritics	1243	67.07	19.55	-7.35	15.32	-1.76	288.66
GameCube Advanced	50	77.78	12.11	6.82	6.75	8.95	92.01

Table 3: Critics (video games), part 3

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma^2_{error}$
GameCube Europe	192	76.83	13.76	2.76	9.52	8.00	98.20
GameDaily	1,226	72.50	14.56	-0.03	8.56	3.66	73.36
GameFocus	1,325	76.30	14.86	4.74	8.39	7.46	92.75
GameFront	23	73.74	13.50	0.74	8.92	4.91	80.11
GameNow	420	74.22	23.42	-0.51	15.89	5.39	252.67
GameOver.gr	507	71.29	16.81	-1.63	8.97	2.46	83.07
GamePen	238	69.71	21.45	-6.29	14.15	0.87	239.98
GamePower	108	70.68	18.13	-1.04	13.53	1.84	184.18
GamePro	4,337	76.23	16.05	2.62	10.49	7.39	116.97
GameReviewer	69	81.84	13.21	2.91	11.67	13.01	144.77
GameScience	2	87.50	3.54	10.50	9.19	18.67	194.75
GameShark	2,549	70.38	20.67	-2.14	13.68	1.55	191.62
GameSpot	8,957	68.59	15.20	-1.03	7.25	-0.24	53.65
GameSpot AU	93	77.52	16.73	-1.33	8.83	8.69	79.72
GameSpy	4,668	71.48	17.01	-0.74	9.99	2.65	100.35
GameStar	577	74.98	11.45	3.48	7.71	6.15	71.58
GameTap	238	72.73	16.14	-1.20	9.42	3.90	90.22
GameTrailers	1,503	76.02	12.97	2.10	6.22	7.19	43.18
GameZone	6,165	75.02	13.33	5.69	8.69	6.19	107.82
Gameblog.fr	868	67.34	20.25	-6.04	13.06	-1.49	206.90
Gamekult	666	59.41	15.75	-13.10	8.43	-9.42	242.62
Gamenikki	276	72.88	16.35	-2.21	9.70	4.05	98.93
Gameplanet	755	76.11	13.67	0.21	8.46	7.28	71.69
Gameplayer	211	76.59	13.68	1.84	7.64	7.76	61.76
Gameplayer Sweden	153	67.06	16.50	-8.11	11.01	-1.77	187.02
Gamer 2.0	1,151	76.60	13.27	1.94	7.78	7.77	64.22
Gamer Limit	590	76.26	14.96	0.91	9.74	7.42	95.69
Gamer's Hell	678	76.14	12.60	3.18	8.85	7.30	88.40
Gamer's Pulse	585	74.17	17.88	0.82	12.21	5.34	149.73
Gamer.nl	1,403	69.74	16.45	-3.90	8.39	0.91	85.63
Gamer.no	504	69.35	16.27	-5.13	10.83	0.51	143.68
Gamer.tv	252	73.17	15.86	-4.04	13.02	4.34	185.71
GamerArchive	88	72.61	13.60	-5.01	8.76	3.78	101.86
GamerFeed	924	68.45	16.03	-3.87	9.92	-0.38	113.31
GamerNode	1,125	73.38	16.30	-0.46	9.68	4.55	93.82
GamerWeb Nintendo	185	70.09	16.96	-2.86	9.34	1.26	95.36
GamerWeb PC	71	77.14	14.58	0.23	9.86	8.31	97.34
GamerWeb Sega	85	75.48	17.10	2.04	9.40	6.65	92.41
GamerWeb Sony	294	72.61	16.85	0.67	10.66	3.77	114.18
GamerWeb Xbox	124	78.32	12.15	5.32	8.36	9.49	98.29
Gamereactor Denmark	525	71.58	15.42	-1.50	9.62	2.75	94.74
Gamereactor Sweden	901	67.04	17.36	-5.41	10.09	-1.79	131.02
Gamers Depot	33	78.94	20.30	-0.12	12.51	10.11	156.62
Gamers Europe	272	69.43	19.77	-3.94	12.24	0.60	165.45
Gamers' Temple	1,875	74.52	16.80	2.64	8.78	5.69	84.09
Gamers.at	474	79.95	10.65	5.25	7.19	11.12	79.26
Gamervision	742	75.01	15.13	0.90	7.56	6.18	57.91
Games Domain	92	80.98	15.05	-1.43	9.71	12.15	96.37
Games Master UK	2,525	73.34	15.14	2.66	9.04	4.51	88.69
Games Radar	1,212	73.93	18.33	0.22	12.01	5.10	144.36

Table 4: Critics (video games), part 4

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma^2_{error}$
Games.cz	290	71.00	16.32	-3.14	9.41	2.17	98.47
GamesBeat	170	74.61	15.44	-0.16	11.76	5.77	138.25
GamesNation	160	80.49	8.42	3.78	6.12	11.66	51.73
GamesRadar	2,371	68.95	17.50	-1.27	9.25	0.12	87.20
Gamestyle	1,260	68.46	17.93	-6.00	12.27	-0.37	186.44
Gamezebo	710	74.96	15.32	0.31	11.50	6.13	132.31
Gamezilla!	1,161	78.82	14.33	4.81	9.83	9.99	119.73
Gaming Age	3,730	70.02	21.53	-2.86	13.89	1.19	201.00
Gaming Horizon	231	75.30	14.25	2.65	6.76	6.47	52.73
Gaming Illustrated	155	84.23	8.38	7.15	8.79	15.40	128.49
Gaming Maxx	170	83.37	13.68	2.91	9.93	14.54	107.09
Gaming Nexus	1,650	73.89	18.36	1.16	12.26	5.06	151.66
Gaming Target	891	78.18	13.87	3.13	7.72	9.35	69.42
GamingExcellence	1,004	73.27	15.96	0.93	8.95	4.44	80.97
GamingTrend	1,662	80.26	12.33	6.23	8.32	11.43	107.98
GamingWorld X	221	76.08	15.80	1.25	9.10	7.25	84.34
GamingXP	1,712	77.58	11.38	7.40	9.12	8.75	138.00
Giant Bomb	760	70.97	19.13	-5.43	11.94	2.14	171.99
GotNext	124	73.71	17.74	1.71	10.14	4.88	105.67
Guardian	245	75.59	15.58	-0.69	11.11	6.76	123.85
Happy Puppy	402	71.59	14.23	-1.55	9.53	2.76	93.14
Hardcore Gamer Magazine	568	73.98	15.78	1.28	10.13	5.15	104.26
HellBored	175	75.31	16.92	-1.39	9.34	6.48	89.24
Hooked Gamers	26	71.65	17.65	2.04	10.20	2.82	108.19
Hot Games	643	80.28	15.66	5.53	10.49	11.45	140.64
Hyper Magazine	237	71.77	16.32	-2.22	10.65	2.94	118.36
IC-Games	444	78.45	12.73	4.68	7.42	9.62	77.02
IGN	10,571	70.89	16.27	1.72	7.42	2.06	58.09
IGN AU	218	81.47	10.65	2.67	6.04	12.64	43.57
IGN Italia	56	75.00	12.36	2.30	7.02	6.17	54.61
IGN UK	227	83.12	10.23	2.85	5.47	14.29	38.06
Impulsegamer	851	79.83	12.20	6.38	8.49	11.00	112.85
IncGamers	574	71.16	17.54	-1.39	10.70	2.33	116.35
Inside Gamer Online	284	79.94	10.82	1.25	6.70	11.11	46.40
InsideGamer.nl	609	74.19	14.30	0.12	7.25	5.36	52.62
Into Liquid Sky	247	81.38	17.24	2.29	11.12	12.55	128.90
JeuxActu	155	72.32	14.52	-0.92	7.64	3.49	59.20
Jolt Online Gaming UK	1,110	73.58	15.36	0.37	8.27	4.75	68.47
Joystiq	509	73.03	18.42	-1.38	11.25	4.19	128.47
Just Adventure	268	79.04	19.93	8.91	15.14	10.21	308.60
Just RPG	223	79.42	12.12	4.64	7.87	10.59	83.45
Kikizo	160	77.88	13.18	-2.32	7.50	9.04	61.65
Kombo	953	75.74	15.44	2.47	8.18	6.90	72.98
LEVEL (Czech Republic)	1,084	69.19	15.47	-3.33	8.92	0.36	90.67
LaPS3	37	75.86	13.32	4.27	6.44	7.03	59.77
Lazygamer	26	76.69	12.24	1.65	6.36	7.86	43.21
Level7.nu	766	69.93	14.84	-5.14	7.55	1.10	83.48
LevelUp	25	78.24	15.54	5.84	9.17	9.41	118.16
Loaded Inc	78	77.77	14.10	0.68	9.00	8.94	81.41
MEGamers	622	77.71	15.42	2.68	7.96	8.88	70.65

Table 5: Critics (video games), part 5

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma_{error}^2$
MMORPG.com	27	74.11	14.38	0.22	5.21	5.28	27.15
MS Xbox World	861	74.48	13.78	3.53	8.54	5.65	85.42
MacLife	50	67.60	21.43	-5.92	12.71	-1.23	196.59
Machinima	424	76.04	14.60	1.75	9.49	7.20	93.10
Maxi Consolas (Portugal)	227	74.33	12.91	1.54	6.78	5.50	48.31
Maxim Online	537	75.07	18.92	0.65	14.89	6.23	222.06
Media and Games Online Network	247	78.31	12.17	4.93	7.83	9.48	85.58
Meristation	1,218	75.27	13.01	1.97	6.17	6.43	41.97
Metro GameCentral	1,347	62.22	18.62	-10.29	9.87	-6.61	203.30
Modojo	1,102	70.13	18.12	-2.03	11.42	1.30	134.60
MondoXbox	473	75.06	15.42	4.75	8.29	6.23	91.30
Multiplayer.it	2,045	76.06	11.83	2.87	7.02	7.23	57.56
My Gamer	1,027	72.25	15.83	-0.06	9.47	3.42	89.65
N-Europe	285	73.89	15.83	1.46	9.91	5.06	100.34
N-Insanity	189	74.89	12.82	1.89	7.49	6.06	59.74
NGC Magazine UK	55	70.07	14.76	-0.51	11.66	1.24	136.18
NTSC-uk	562	67.65	18.23	-8.59	12.97	-1.18	241.88
NZGamer	1,239	76.98	12.82	2.76	7.95	8.15	70.89
Next Generation Magazine	90	68.67	17.75	-7.28	11.67	-0.16	189.19
Next Level Gaming	1,103	79.39	12.25	7.10	8.70	10.56	126.19
Nintendic	4	72.50	12.58	-1.50	5.80	3.67	35.92
Nintendo Gamer	1,253	63.13	19.33	-1.52	11.71	-5.70	139.39
Nintendo Insider	68	72.74	17.50	1.07	7.64	3.90	59.49
Nintendo Life	781	69.58	18.40	2.57	10.06	0.75	107.76
Nintendo Power	1,948	69.91	14.59	2.25	9.57	1.07	96.56
NintendoWorldReport	1,352	70.23	17.92	1.21	10.60	1.40	113.85
Nintendojo	1,125	74.18	16.98	3.79	10.70	5.35	128.82
Nintendophiles	399	74.17	19.00	2.02	12.43	5.34	158.62
Nintendorks	61	80.66	14.93	-0.95	14.29	11.82	205.12
No DPad	204	74.14	22.66	-2.72	16.95	5.31	294.67
NowGamer	19	77.47	12.02	0.53	6.30	8.64	39.98
Official Nintendo Magazine UK	1,153	71.60	16.70	4.34	9.76	2.77	114.14
Official PlayStation Magazine Benelux	290	73.82	13.17	2.51	6.24	4.99	45.17
Official Playstation 2 Magazine UK	618	65.97	17.45	-2.41	11.90	-2.86	147.52
Official U.S. Playstation Magazine	1,382	65.85	20.10	-3.74	12.27	-2.98	164.63
Official Xbox Magazine	2,188	70.58	16.42	1.71	9.89	1.74	100.70
Official Xbox Magazine UK	1,218	67.15	18.00	-1.82	10.40	-1.68	111.40
Operation Sports	366	76.45	15.03	0.96	10.87	7.62	119.04
PALGN	1,902	69.72	14.88	-3.00	7.68	0.89	67.91
PC Arena	47	81.06	9.83	2.87	7.15	12.23	59.32
PC Format	926	72.24	15.61	-0.19	10.22	3.40	104.47
PC Gamer	1,840	69.80	17.84	-0.77	10.37	0.97	108.10
PC Gamer UK	846	68.56	16.96	-2.15	10.34	-0.27	111.55
PC Games (Germany)	213	79.54	10.45	5.82	7.10	10.70	84.24
PC Games (Russia)	115	74.22	14.32	2.54	8.23	5.39	74.21
PC Gameworld	528	77.57	16.06	3.87	10.09	8.74	116.69
PC Master (Greece)	141	77.06	12.38	4.11	9.05	8.23	98.75
PC PowerPlay	507	68.74	17.12	-4.20	10.35	-0.09	124.70
PC Zone UK	662	67.62	17.93	-2.39	10.66	-1.21	119.41
PGNx Media	924	84.72	8.21	11.37	7.22	15.89	181.36

Table 6: Critics (video games), part 6

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma^2_{error}$
PS3bloggen.se	180	68.17	16.43	-4.88	10.54	-0.66	135.01
PSFocus	498	75.53	13.74	3.85	7.52	6.70	71.40
PSM Magazine	1,320	70.94	13.96	0.87	8.90	2.10	80.00
PSM2 Magazine UK	96	68.64	16.79	0.32	10.93	-0.20	119.53
PSM3 Magazine UK	1,106	69.98	16.37	-0.88	9.27	1.15	86.68
PSW Magazine UK	169	70.83	15.79	-1.04	10.54	2.00	112.14
PSX Extreme	1,084	74.62	14.58	2.73	7.50	5.78	63.78
PSX Nation	921	69.48	17.20	-1.07	12.03	0.65	145.97
PSX-Sense.nl	103	77.23	13.61	3.31	7.73	8.40	70.78
PTGamers	356	71.82	15.69	0.21	7.04	2.99	49.59
Pelaaja (Finland)	134	66.57	16.09	-6.72	9.97	-2.26	144.63
Pelit (Finland)	1,625	81.70	8.89	6.28	7.45	12.87	94.90
Planet Dreamcast	72	75.21	14.98	-1.13	10.57	6.38	113.07
Planet Xbox 360	759	77.83	13.48	5.29	8.10	9.00	93.63
Play (Poland)	135	68.30	16.14	-0.28	9.77	-0.53	95.60
Play Magazine	2,287	75.86	15.90	3.69	12.08	7.03	159.63
Play UK	1,257	71.06	16.64	-0.25	10.60	2.23	112.39
Play.tm	918	74.17	16.41	0.38	9.17	5.34	84.20
PlayStation LifeStyle	466	71.20	19.10	-1.03	11.08	2.37	123.93
Playboy	129	79.78	13.01	3.36	11.29	10.94	138.83
Playstation Official Magazine Australia	583	72.21	15.37	-0.62	8.38	3.38	70.55
Playstation Official Magazine UK	1,328	66.46	17.27	-3.85	10.73	-2.37	129.88
Playstation Universe	462	78.06	13.92	3.02	7.97	9.23	72.70
Playstation: The Official Magazine (US)	934	70.09	16.88	-0.87	10.35	1.25	107.96
Pocket Gamer France	45	74.84	13.68	-2.27	9.95	6.01	104.20
Pocket Gamer UK	2,116	68.63	14.26	-3.51	9.50	-0.20	102.53
Pocket Games	200	68.88	20.98	0.31	12.29	0.05	151.09
Polygon	171	69.30	18.60	-5.09	10.53	0.47	136.77
Post Arcade (National Post)	33	75.76	14.53	-2.27	9.29	6.93	91.49
Pregaming	25	80.40	12.41	0.12	8.84	11.57	78.12
Pro-G	43	61.86	18.55	-8.28	10.70	-6.97	183.08
Pure Magazine UK	100	70.00	17.84	0.15	13.49	1.17	182.13
Push Square	227	70.84	15.85	-0.66	9.40	2.01	88.87
Quandary	176	74.09	15.83	4.21	12.87	5.26	183.29
Quarter to Three	115	63.83	25.94	-12.73	22.23	-5.00	656.46
RPG Fan	561	80.22	10.43	6.64	8.85	11.39	122.33
RPGamer	260	66.73	18.02	-6.21	12.97	-2.10	206.79
RealGamer	436	73.49	15.20	-1.89	8.91	4.66	82.92
RewiredMind	271	66.53	19.45	-6.45	13.71	-2.30	229.54
Riot Pixels	63	63.41	17.18	-9.00	10.64	-5.42	194.29
Sega X	37	82.35	11.43	7.59	8.54	13.52	130.54
Siliconera	146	76.80	13.25	3.68	9.97	7.97	113.06
Slide to Play	1,214	76.87	18.55	2.05	13.07	8.04	175.09
Spank!	127	73.32	16.63	-4.36	14.29	4.49	223.15
SpazioGames	1,576	74.13	12.82	2.13	6.52	5.30	47.00
Sports Gaming Network	238	78.14	15.02	0.41	11.19	9.31	125.40
Strategy Informer	1,062	72.61	16.01	1.00	9.56	3.78	92.47
Stuff	419	77.54	18.35	3.16	13.90	8.71	203.16
Sydney Morning Herald	668	68.47	16.08	-5.31	9.14	-0.36	111.68
Talk Xbox	275	78.09	13.90	2.43	7.18	9.26	57.48

Table 7: Critics (video games), part 7

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma^2_{error}$
Tap!	63	69.21	20.26	-9.52	16.77	0.38	371.86
TeamXbox	1,497	75.42	14.19	5.14	8.10	6.59	92.03
TechTV	3	60.00	34.64	-4.33	5.51	-8.83	49.11
Telegraph	401	76.78	15.87	-1.19	9.17	7.95	85.44
Ten Ton Hammer	68	79.46	12.60	3.76	8.85	10.62	92.45
The A.V. Club	877	71.72	21.52	-3.20	14.97	2.89	234.45
The Digital Fix	47	66.81	17.71	-4.36	9.54	-2.02	110.09
The Escapist	332	75.39	16.96	-0.26	10.69	6.56	114.39
The Globe and Mail (Toronto)	31	70.48	16.60	-6.32	13.48	1.65	221.67
The New York Times	290	76.94	10.69	-2.06	9.57	8.11	95.92
The Wiire	63	57.16	25.27	-10.03	15.95	-11.67	354.96
TheSixthAxis	526	73.37	15.93	0.44	10.05	4.53	101.18
Thunderbolt	1,812	69.76	18.60	-4.46	11.72	0.93	157.28
Times Online	380	74.79	18.64	2.40	14.75	5.96	223.29
Toronto Sun	28	74.64	14.53	-3.21	9.62	5.81	102.88
Total PC Gaming	171	70.47	16.55	-2.99	9.81	1.64	105.13
Total Video Games	1,363	75.75	12.74	-0.70	8.70	6.92	76.17
TotalGames.net	1,640	73.52	16.92	0.77	12.25	4.69	150.60
TotalPlayStation	1,029	75.41	15.88	2.39	9.29	6.58	92.11
Totally360	320	74.95	16.87	1.68	10.15	6.12	105.76
TouchArcade	978	78.01	13.23	1.86	9.29	9.18	89.72
TouchGen	787	71.58	15.44	-3.34	11.02	2.74	132.70
UGO	48	76.94	13.30	3.48	11.36	8.11	141.25
VGPub	387	76.61	15.37	3.19	9.67	7.78	103.69
VIA Gamers Arena	13	82.46	11.76	-0.15	7.14	13.63	51.00
Vandal Online	2,008	77.27	12.63	5.12	7.38	8.44	80.66
Variety	60	64.92	23.17	-7.40	15.04	-3.91	280.94
Video Game Talk	386	66.27	18.59	-5.00	10.70	-2.56	139.48
VideoGamer	2,117	71.66	15.03	-1.99	8.28	2.83	72.59
VideoGamesLife	142	72.19	20.40	-1.76	13.51	3.36	185.72
Videogameszone.de	213	83.09	7.84	5.69	7.14	14.26	83.26
Village Voice	74	74.59	14.45	-2.18	9.41	5.76	93.29
Voodoo Extreme	61	85.48	8.10	3.30	7.07	16.64	60.84
WHAM! Gaming	573	73.25	16.44	-0.51	10.68	4.42	114.28
Warcry	233	77.53	16.62	3.85	10.63	8.70	127.71
Weekly Famitsu	207	76.54	9.66	2.57	10.17	7.71	110.08
Wii Brasil	223	78.23	15.27	4.83	8.97	9.40	103.71
Wired	211	74.17	14.72	-5.27	9.91	5.34	126.06
WonderwallWeb	459	77.54	14.76	6.07	9.32	8.71	123.69
Worth Playing	3,930	72.79	14.86	3.04	8.95	3.96	89.35
X360 Magazine UK	1,191	64.59	18.07	-4.53	10.98	-4.24	140.98
XGN	1,290	71.31	15.10	0.00	8.32	2.48	69.30
XGP Gaming	289	82.55	11.94	4.73	6.92	13.72	70.34
Xbox Evolved	191	74.81	14.67	0.01	8.41	5.98	70.81
Xbox Exclusive	39	81.10	13.18	6.38	10.77	12.27	156.85
Xbox Nation Magazine	502	60.32	19.63	-9.93	12.09	-8.51	244.82
Xbox Solution	145	80.39	12.29	3.95	7.12	11.56	66.25
Xbox World 360 Magazine UK	783	63.69	21.39	-4.90	12.52	-5.14	180.65
Xbox World Australia	550	77.26	12.69	1.74	6.83	8.43	49.66
Xbox360Achievements	469	73.99	15.95	1.87	7.59	5.16	61.18

Table 8: Critics (video games), part 8

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma_{error}^2$
XboxAddict	687	78.93	15.41	5.17	10.30	10.10	132.89
Xboxic	102	70.00	16.83	-3.42	9.74	1.17	106.55
XenGamers	175	68.06	21.57	-5.71	14.79	-0.77	251.40
Xequted	189	76.98	13.33	-0.64	9.59	8.15	92.43
Yahoo! Games	2,160	72.80	15.80	-1.53	10.13	3.97	104.93
YouGamers	82	82.87	11.40	3.44	6.68	14.03	56.47
ZTGD	1,972	77.21	13.50	5.80	8.21	8.38	100.98
Zentendo	226	72.30	15.09	2.21	10.53	3.47	115.72
eToychest	1,186	75.16	16.08	2.52	10.73	6.33	121.48
games(TM)	2,097	65.88	16.64	-8.30	11.19	-2.96	194.14
n-Revolution Magazine UK	184	70.91	15.73	4.10	10.57	2.08	128.42
netjak	919	71.49	18.53	-4.24	13.63	2.66	203.74

Table 9: Results (video games), 2012-2013, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
148Apps	0.37	0.38	0.23	0.48
1UP	0.18	0.17	-0.26	0.64
3DJuegos	0.20	0.19	0.01	0.36
4Players.de	0.17	0.18	0.05	0.27
Absolute Games	0.19	0.19	0.05	0.35
ActionTrip	0.28	0.30	-0.28	0.78
Adventure Gamers	0.21	0.17	-0.14	0.54
AppAdvice	0.19	0.20	0.07	0.31
AppGamer	0.38	0.38	0.13	0.66
AppSafari	0.21	0.21	-0.04	0.49
AppSmile	0.21	0.19	-0.07	0.37
AppSpy	0.36	0.36	0.24	0.48
Apple'N'Apps	0.39	0.37	0.16	0.56
Armchair Empire	0.13	0.13	-0.04	0.34
AtomicGamer	0.26	0.27	-0.10	0.61
AusGamers	0.19	0.18	0.03	0.39
BigPond GameArena	0.15	0.14	-0.02	0.37
CD-Action	0.18	0.19	0.03	0.33
Canadian Online Gamers	0.15	0.12	-0.08	0.34
Cheat Code Central	0.29	0.29	0.17	0.46
Computer Games Online RO	0.36	0.34	-0.19	1.06
Computer and Video Games	0.25	0.22	-0.39	0.78
Console Monster	0.15	0.16	-0.03	0.29
Cubed3	0.17	0.18	-0.07	0.39
D+PAD Magazine	0.14	0.13	-0.12	0.39
DailyGame	0.15	0.12	-0.28	0.52
DarkStation	0.16	0.17	0.07	0.28
DarkZero	0.17	0.17	-0.02	0.39
Destructoid	0.23	0.23	0.14	0.31
Digital Chumps	0.13	0.14	-0.09	0.29
Digital Spy	0.17	0.18	0.08	0.27
Edge Magazine	0.50	0.49	0.33	0.61
Electronic Gaming Monthly	0.16	0.15	0.04	0.30
Eurogamer	0.46	0.47	0.35	0.59
Eurogamer Germany	0.17	0.17	0.02	0.33
Eurogamer Italy	0.14	0.11	-0.07	0.26
Eurogamer Portugal	0.19	0.18	-0.03	0.41
Eurogamer Spain	0.26	0.26	0.05	0.48
Eurogamer Sweden	0.18	0.18	0.07	0.29
Everyeye.it	0.14	0.14	-0.01	0.27
Extreme Gamer	0.46	0.50	-0.51	1.52
G4 TV	0.33	0.31	0.11	0.54
GRYOnline.pl	0.23	0.22	0.00	0.45
Game Chronicles	0.19	0.19	-0.04	0.43
Game Informer	0.46	0.46	0.31	0.64
Game Over Online	0.17	0.18	-0.01	0.39
Game Revolution	0.19	0.18	0.03	0.32
GameCritics	0.19	0.19	0.06	0.31
GameFocus	0.14	0.16	-0.06	0.39
GameFront	0.26	0.32	-0.35	0.84

Table 10: Results (video games), 2012-2013, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
GameOver.gr	0.17	0.18	0.00	0.36
GameShark	0.25	0.28	-0.05	0.61
GameSpot	0.32	0.31	0.20	0.42
GameSpy	0.35	0.33	0.18	0.53
GameStar	0.31	0.31	-0.02	0.62
GameTrailers	0.16	0.13	-0.13	0.38
Gameblog.fr	0.20	0.19	0.10	0.30
Gameplanet	0.18	0.18	-0.06	0.40
Gamer Limit	0.16	0.15	-0.05	0.43
Gamer.nl	0.19	0.20	0.01	0.36
Gamer.no	0.19	0.18	0.05	0.35
Gamereactor Denmark	0.16	0.16	-0.04	0.35
Gamereactor Sweden	0.14	0.15	0.04	0.30
Gamers' Temple	0.14	0.14	-0.01	0.29
Games Master UK	0.30	0.29	0.18	0.43
Games.cz	0.18	0.18	0.03	0.37
GamesBeat	0.29	0.27	0.11	0.48
GamesRadar	0.21	0.21	0.04	0.35
Gamestyle	0.18	0.17	-0.05	0.43
Gamezebo	0.37	0.36	0.26	0.49
Gaming Age	0.14	0.13	0.05	0.28
Gaming Nexus	0.16	0.17	0.06	0.29
GamingTrend	0.17	0.18	0.00	0.38
GamingXP	0.19	0.19	0.09	0.31
Giant Bomb	0.46	0.48	0.29	0.63
Guardian	0.41	0.41	0.21	0.69
Hardcore Gamer Magazine	0.19	0.21	-0.04	0.41
Hooked Gamers	0.20	0.21	-0.20	0.66
Hyper Magazine	0.30	0.27	0.19	0.39
IGN	0.39	0.38	0.28	0.51
IGN Italia	0.21	0.20	-0.31	0.54
Impulsegamer	0.14	0.11	-0.01	0.28
IncGamers	0.18	0.17	-0.06	0.41
InsideGamer.nl	0.14	0.18	-0.06	0.43
JeuxActu	0.23	0.23	-0.04	0.48
Joystiq	0.31	0.32	0.14	0.47
LEVEL (Czech Republic)	0.35	0.33	0.18	0.55
LaPS3	0.23	0.22	-0.33	0.73
Lazygamer	0.27	0.30	-0.46	1.06
Level7.nu	0.27	0.26	-0.02	0.49
LevelUp	0.24	0.27	-0.35	0.77
MEGamers	0.42	0.38	-0.11	0.95
MMORPG.com	1.00	1.15	-0.56	2.73
MacLife	0.37	0.38	0.13	0.61
Machinima	0.18	0.19	0.04	0.39
Meristation	0.31	0.30	0.06	0.55
Metro GameCentral	0.45	0.46	0.35	0.58
Modojo	0.53	0.52	0.41	0.65
MondoXbox	0.18	0.18	-0.05	0.41
Multiplayer.it	0.19	0.20	0.07	0.31

Table 11: Results (video games), 2012-2013, part 3

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
N-Europe	0.41	0.37	-0.45	1.66
NZGamer	0.15	0.15	0.00	0.35
Nintendo Gamer	0.30	0.34	-0.03	0.74
Nintendo Life	0.32	0.34	0.13	0.54
Nintendo Power	0.43	0.41	0.02	0.72
NintendoWorldReport	0.32	0.33	0.16	0.52
Nintendojo	0.21	0.20	-0.05	0.43
NowGamer	0.35	0.37	-0.71	1.39
Official Nintendo Magazine UK	0.33	0.33	0.09	0.52
Official PlayStation Magazine Benelux	0.33	0.32	0.12	0.61
Official Xbox Magazine	0.35	0.36	0.21	0.52
Official Xbox Magazine UK	0.33	0.33	0.17	0.47
PC Gamer	0.34	0.35	0.12	0.52
PC Gamer UK	0.40	0.36	0.06	0.70
PC Games (Germany)	0.16	0.21	-0.27	0.63
PC Master (Greece)	0.17	0.16	-0.07	0.38
PC PowerPlay	0.49	0.48	0.30	0.69
PSFocus	0.28	0.27	0.04	0.51
PSM3 Magazine UK	0.36	0.36	0.15	0.56
PSX Extreme	0.25	0.26	-0.09	0.63
PSX-Sense.nl	0.15	0.16	-0.15	0.46
Pelit (Finland)	0.34	0.34	0.11	0.57
Planet Xbox 360	0.19	0.16	-0.06	0.36
Play UK	0.33	0.33	0.19	0.50
PlayStation LifeStyle	0.15	0.15	0.01	0.32
Playstation Official Magazine Australia	0.32	0.32	0.12	0.48
Playstation Official Magazine UK	0.32	0.33	0.15	0.53
Playstation Universe	0.20	0.19	0.02	0.38
Playstation: The Official Magazine (US)	0.33	0.34	0.14	0.52
Pocket Gamer UK	0.36	0.36	0.27	0.46
Polygon	0.47	0.45	0.28	0.62
Post Arcade (National Post)	0.45	0.37	0.03	0.87
Push Square	0.16	0.17	-0.05	0.36
Quarter to Three	0.34	0.35	0.24	0.42
RPG Fan	0.14	0.15	-0.08	0.44
RPGamer	0.23	0.25	-0.06	0.49
Riot Pixels	0.23	0.23	0.04	0.41
Slide to Play	0.36	0.36	0.25	0.46
SpazioGames	0.16	0.17	-0.03	0.34
Strategy Informer	0.20	0.21	0.05	0.36
TeamXbox	0.45	0.41	-0.38	1.02
Telegraph	0.47	0.43	0.15	0.70
Ten Ton Hammer	0.03	0.03	-0.81	0.54
The A.V. Club	0.13	0.13	-0.15	0.43
The Digital Fix	0.17	0.20	-0.15	0.55
The Escapist	0.22	0.23	-0.02	0.43
The Globe and Mail (Toronto)	0.32	0.33	0.01	0.63
TheSixthAxis	0.16	0.16	-0.06	0.38
Thunderbolt	0.18	0.18	0.08	0.28
Toronto Sun	0.28	0.30	-0.05	0.71

Table 12: Results (video games), 2012-2013, part 4

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
TotalPlayStation	0.40	0.39	0.06	0.71
Totally360	0.60	0.60	-0.12	1.23
TouchArcade	0.36	0.36	0.22	0.46
TouchGen	0.36	0.34	0.23	0.45
UGO	0.36	0.33	0.08	0.67
Vandal Online	0.16	0.17	0.04	0.30
VideoGamer	0.29	0.31	0.07	0.48
Videogameszone.de	0.25	0.30	-0.07	0.62
Wii Brasil	0.23	0.21	-0.23	0.72
Wired	0.33	0.28	-0.16	0.69
Worth Playing	0.19	0.19	0.00	0.37
X360 Magazine UK	0.29	0.31	0.11	0.44
XGN	0.14	0.13	-0.02	0.26
Xbox World Australia	0.12	0.17	-0.39	0.62
Xbox360Achievements	0.27	0.26	-0.15	0.65
XboxAddict	0.22	0.18	-0.09	0.46
ZTGD	0.20	0.21	0.05	0.35
games(TM)	0.40	0.40	0.21	0.56

Table 13: Results (video games), 2010-2011, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
148Apps	0.28	0.29	0.20	0.37
1UP	0.15	0.15	0.07	0.22
3DJuegos	0.28	0.29	0.17	0.43
4Players.de	0.48	0.48	-0.17	1.15
Absolute Games	0.16	0.16	-0.27	0.55
Absolute Playstation	0.15	0.15	0.05	0.29
AceGamez	0.15	0.16	-0.09	0.37
ActionTrip	0.35	0.35	0.05	0.63
Adventure Gamers	0.16	0.15	-0.11	0.42
AppGamer	0.33	0.35	0.18	0.52
AppSafari	0.27	0.27	0.13	0.39
AppSmile	0.15	0.15	0.03	0.28
AppSpy	0.31	0.31	0.24	0.43
Armchair Empire	0.10	0.11	-0.05	0.25
AtomicGamer	0.11	0.12	-0.06	0.26
AusGamers	0.26	0.24	-0.07	0.54
BigPond GameArena	0.18	0.17	0.01	0.33
Bit-Gamer	0.18	0.18	-0.05	0.36
Boomtown	0.14	0.15	-0.18	0.50
CD-Action	0.16	0.18	-0.04	0.34
CPUGamer	0.19	0.17	-0.12	0.49
Cheat Code Central	0.28	0.28	0.20	0.37
Computer Games Online RO	0.25	0.27	-0.09	0.58
Computer and Video Games	0.32	0.33	-0.06	0.68
Console Monster	0.13	0.11	-0.02	0.27
Cubed3	0.16	0.16	0.03	0.31
Cynamite	0.11	0.10	-0.09	0.34
D+PAD Magazine	0.11	0.10	-0.07	0.26
Da Gameboyz	0.18	0.16	0.03	0.34
DailyGame	0.23	0.25	0.01	0.46
DarkStation	0.10	0.08	-0.10	0.28
DarkZero	0.22	0.22	0.07	0.37
Destructoid	0.14	0.14	0.07	0.25
Digital Chumps	0.13	0.13	-0.02	0.28
Digital Spy	0.15	0.16	-0.05	0.43
Edge Magazine	0.42	0.41	0.32	0.51
Electronic Gaming Monthly	0.20	0.27	-0.24	0.79
Eurogamer	0.37	0.37	0.29	0.45
Eurogamer Germany	0.35	0.33	-0.19	0.82
Eurogamer Italy	0.15	0.15	0.06	0.29
Eurogamer Portugal	0.15	0.14	0.00	0.28
Eurogamer Spain	0.28	0.28	0.12	0.47
Eurogamer Sweden	0.15	0.15	0.05	0.27
Everyeye.it	0.16	0.15	0.02	0.30
Extreme Gamer	0.14	0.13	-0.05	0.31
FiringSquad	0.49	0.47	-0.02	0.98
GRYOnline.pl	0.16	0.13	-0.15	0.41
Game Chronicles	0.15	0.14	0.06	0.23
Game Informer	0.40	0.39	0.30	0.52
Game Over Online	0.12	0.14	-0.01	0.25

Table 14: Results (video games), 2010-2011, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Game Revolution	0.28	0.28	0.22	0.34
GameCritics	0.14	0.14	0.04	0.21
GameDaily	0.21	0.25	-0.20	0.57
GameFocus	0.13	0.12	0.00	0.23
GameOver.gr	0.18	0.17	0.04	0.31
GamePro	0.27	0.28	0.19	0.35
GameShark	0.14	0.14	0.08	0.22
GameSpot	0.27	0.27	0.16	0.38
GameSpy	0.30	0.31	0.11	0.50
GameStar	0.31	0.32	0.11	0.51
GameTrailers	0.17	0.16	-0.02	0.32
GameZone	0.13	0.14	0.04	0.23
Gameblog.fr	0.15	0.16	0.10	0.23
Gamekult	0.14	0.14	0.07	0.21
Gameplanet	0.26	0.28	0.07	0.43
Gameplayer Sweden	0.47	0.45	-0.04	1.00
Gamer 2.0	0.15	0.13	-0.19	0.40
Gamer Limit	0.12	0.11	-0.01	0.24
Gamer's Hell	0.28	0.27	-0.09	0.61
Gamer.nl	0.14	0.12	0.00	0.24
Gamer.no	0.10	0.10	-0.02	0.19
GamerNode	0.13	0.13	0.02	0.23
Gamereactor Denmark	0.14	0.14	0.03	0.26
Gamereactor Sweden	0.14	0.14	0.05	0.23
Gamers' Temple	0.16	0.14	0.02	0.29
Gamers.at	0.15	0.12	-0.07	0.37
Gamervision	0.06	0.05	-0.16	0.32
Games Master UK	0.28	0.29	0.17	0.39
Games.cz	0.20	0.22	-0.03	0.49
GamesNation	0.19	0.19	-0.29	0.67
GamesRadar	0.27	0.28	0.18	0.35
Gamestyle	0.19	0.18	0.02	0.31
Gamezebo	0.30	0.31	0.20	0.44
Gaming Age	0.23	0.22	0.15	0.31
Gaming Nexus	0.13	0.13	0.04	0.21
Gaming Target	0.28	0.28	0.07	0.52
GamingExcellence	0.18	0.18	0.03	0.32
GamingTrend	0.14	0.14	0.01	0.27
GamingXP	0.13	0.14	0.07	0.21
Giant Bomb	0.27	0.28	0.17	0.38
Guardian	0.26	0.28	0.09	0.45
Hardcore Gamer Magazine	0.28	0.34	-0.01	0.60
HellBored	0.51	0.45	0.11	0.87
IGN	0.42	0.42	0.35	0.48
IGN AU	0.70	0.69	0.03	1.57
IGN UK	0.32	0.34	-0.16	0.85
Impulsegamer	0.15	0.15	0.03	0.26
IncGamers	0.14	0.14	0.01	0.30
InsideGamer.nl	0.19	0.20	-0.05	0.42
Joystiq	0.25	0.25	0.13	0.36

Table 15: Results (video games), 2010-2011, part 3

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Just Adventure	0.43	0.49	-0.03	0.80
Kikizo	0.54	0.51	-0.05	1.08
Kombo	0.10	0.11	-0.10	0.27
LEVEL (Czech Republic)	0.29	0.29	0.16	0.41
Level7.nu	0.29	0.26	0.14	0.46
MEGamers	0.13	0.14	-0.09	0.26
MS Xbox World	0.13	0.14	-0.03	0.30
Machinima	0.11	0.11	-0.11	0.28
Meristation	0.32	0.32	0.15	0.47
Metro GameCentral	0.29	0.29	0.22	0.38
Modojo	0.30	0.31	0.20	0.40
MondoXbox	0.17	0.20	0.05	0.35
Multiplayer.it	0.13	0.13	0.03	0.25
My Gamer	0.18	0.20	-0.02	0.46
N-Europe	0.18	0.16	-0.05	0.37
NZGamer	0.13	0.12	-0.02	0.29
Nintendo Gamer	0.28	0.28	0.21	0.39
Nintendo Life	0.16	0.15	0.02	0.28
Nintendo Power	0.30	0.27	0.13	0.41
NintendoWorldReport	0.31	0.31	0.18	0.43
Nintendojo	0.14	0.13	0.00	0.30
No DPad	0.29	0.29	0.20	0.41
Official Nintendo Magazine UK	0.30	0.29	0.18	0.44
Official PlayStation Magazine Benelux	0.27	0.27	-0.13	0.70
Official Xbox Magazine	0.25	0.25	0.13	0.36
Official Xbox Magazine UK	0.31	0.31	0.19	0.44
PALGN	0.14	0.15	-0.02	0.36
PC Format	0.33	0.34	0.08	0.57
PC Gamer	0.30	0.32	0.12	0.51
PC Gamer UK	0.31	0.30	0.16	0.44
PC Games (Germany)	0.14	0.15	-0.12	0.42
PC Games (Russia)	0.22	0.25	-0.03	0.54
PC Master (Greece)	0.37	0.39	-0.05	0.79
PC PowerPlay	0.35	0.34	0.20	0.49
PC Zone UK	0.45	0.45	0.04	0.85
PS3bloggen.se	0.66	0.66	-0.23	1.44
PSFocus	0.16	0.17	-0.03	0.30
PSM3 Magazine UK	0.28	0.26	0.12	0.40
PSX Extreme	0.11	0.11	-0.13	0.30
Pelit (Finland)	0.24	0.23	0.08	0.40
Planet Xbox 360	0.18	0.19	-0.01	0.36
Play UK	0.29	0.28	0.19	0.41
Play.tm	0.17	0.15	-0.03	0.37
PlayStation LifeStyle	0.12	0.11	-0.02	0.24
Playstation Official Magazine Australia	0.38	0.38	0.18	0.56
Playstation Official Magazine UK	0.24	0.24	0.16	0.34
Playstation Universe	0.19	0.18	-0.04	0.44
Playstation: The Official Magazine (US)	0.27	0.27	0.15	0.40
Pocket Gamer France	0.23	0.24	-0.05	0.49
Pocket Gamer UK	0.23	0.24	0.14	0.32

Table 16: Results (video games), 2010-2011, part 4

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Push Square	0.41	0.39	-0.11	0.78
RPG Fan	0.12	0.11	-0.10	0.34
RPGamer	0.15	0.15	0.04	0.28
RealGamer	0.13	0.12	-0.10	0.35
Slide to Play	0.29	0.30	0.22	0.37
SpazioGames	0.12	0.12	0.01	0.25
Strategy Informer	0.15	0.16	0.04	0.26
Tap!	0.17	0.17	0.07	0.31
TeamXbox	0.28	0.28	0.07	0.53
Telegraph	0.28	0.27	0.10	0.40
Ten Ton Hammer	0.24	0.22	-0.06	0.55
The A.V. Club	0.13	0.14	0.05	0.22
The Escapist	0.17	0.14	0.01	0.30
TheSixthAxis	0.15	0.14	0.00	0.26
Thunderbolt	0.11	0.13	0.01	0.22
Total PC Gaming	1.00	1.02	0.26	1.83
Total Video Games	0.03	-0.01	-0.23	0.24
TotalPlayStation	0.35	0.35	0.19	0.49
Totally360	0.16	0.19	-0.14	0.39
TouchArcade	0.29	0.29	0.16	0.41
TouchGen	0.30	0.31	0.20	0.41
Vandal Online	0.12	0.12	0.02	0.22
Video Game Talk	0.13	0.13	0.00	0.27
VideoGamer	0.30	0.31	0.20	0.43
Videogameszone.de	0.17	0.17	-0.09	0.35
Wii Brasil	0.15	0.14	-0.03	0.37
Wired	0.21	0.23	0.01	0.45
WonderwallWeb	0.26	0.22	-0.18	0.85
Worth Playing	0.13	0.12	0.03	0.22
X360 Magazine UK	0.28	0.28	0.17	0.41
XGN	0.11	0.11	0.02	0.25
Xbox World 360 Magazine UK	0.27	0.29	0.16	0.39
Xbox World Australia	0.25	0.23	-0.08	0.67
Xbox360Achievements	0.12	0.11	-0.13	0.35
XboxAddict	0.13	0.12	-0.02	0.35
YouGamers	0.21	0.20	-0.39	0.71
ZTGD	0.12	0.13	0.03	0.23
Zentendo	0.37	0.41	-0.21	0.87
games(TM)	0.28	0.28	0.20	0.38

Table 17: Results (video games), 2008-2009, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
148Apps	0.42	0.42	0.04	0.81
1UP	0.15	0.15	0.10	0.19
360 Gamer Magazine UK	0.28	0.30	0.10	0.52
3DJuegos	0.17	0.17	0.06	0.27
Absolute Games	0.13	0.14	-0.03	0.33
Absolute Playstation	0.14	0.13	0.03	0.25
AceGamez	0.09	0.09	0.02	0.15
ActionTrip	0.13	0.10	-0.15	0.33
Adventure Gamers	0.15	0.14	0.00	0.29
AppGamer	1.00	0.90	0.40	1.71
AppSpy	0.51	0.49	0.01	0.94
Armchair Empire	0.07	0.07	-0.05	0.18
AtomicGamer	0.11	0.10	-0.04	0.22
BigPond GameArena	0.16	0.17	0.02	0.30
Boomtown	0.11	0.11	0.01	0.23
CPUGamer	0.18	0.20	-0.04	0.43
Cheat Code Central	0.21	0.21	0.16	0.27
Computer Games Online RO	0.15	0.16	-0.04	0.36
Computer and Video Games	0.29	0.30	-0.01	0.68
Console Gameworld	0.20	0.23	0.00	0.44
Console Monster	0.10	0.09	0.01	0.20
Cubed3	0.09	0.09	-0.02	0.19
Cynamite	0.10	0.10	0.01	0.19
D+PAD Magazine	0.12	0.13	0.02	0.24
Da Gameboyz	0.11	0.10	0.00	0.21
DailyGame	0.12	0.10	-0.03	0.25
DarkStation	0.06	0.07	-0.13	0.26
DarkZero	0.09	0.09	0.02	0.16
Deeko	0.13	0.12	-0.06	0.30
Destructoid	0.10	0.10	0.05	0.17
Digital Chumps	0.15	0.17	0.01	0.31
Edge Magazine	0.27	0.27	0.21	0.33
Electronic Gaming Monthly	0.28	0.28	0.11	0.45
Eurogamer	0.20	0.21	0.13	0.27
Eurogamer Italy	0.11	0.12	-0.03	0.27
Eurogamer Portugal	0.12	0.12	-0.07	0.26
Eurogamer Spain	0.26	0.27	0.11	0.39
Everyeye.it	0.12	0.12	-0.04	0.27
Extreme Gamer	0.08	0.09	-0.03	0.22
FiringSquad	0.46	0.42	-0.10	0.82
G4 TV	0.13	0.12	0.04	0.20
Game Almighty	0.39	0.40	-0.16	0.86
Game Chronicles	0.10	0.10	0.03	0.18
Game Informer	0.25	0.25	0.18	0.32
Game Over Online	0.12	0.12	-0.03	0.24
Game Positive	0.30	0.33	0.06	0.56
Game Revolution	0.21	0.20	0.16	0.26
GameCritics	0.10	0.10	0.03	0.18
GameDaily	0.11	0.11	0.02	0.20
GameFocus	0.09	0.08	0.01	0.15

Table 18: Results (video games), 2008-2009, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
GamePro	0.21	0.21	0.15	0.27
GameShark	0.09	0.10	0.05	0.14
GameSpot	0.19	0.20	0.13	0.25
GameSpy	0.22	0.22	0.15	0.28
GameStar	0.22	0.22	0.04	0.34
GameTap	0.10	0.12	-0.12	0.28
GameTrailers	0.13	0.13	-0.03	0.30
GameZone	0.10	0.10	0.04	0.17
Gameplanet	0.11	0.11	0.00	0.21
Gameplayer	0.17	0.18	0.02	0.32
Gameplayer Sweden	0.13	0.13	0.02	0.22
Gamer 2.0	0.09	0.08	-0.02	0.18
Gamer Limit	0.13	0.13	0.01	0.27
Gamer's Hell	0.13	0.12	-0.08	0.33
Gamer.nl	0.10	0.09	0.04	0.16
GamerNode	0.07	0.08	-0.06	0.19
Gamereactor Sweden	0.21	0.23	-0.02	0.56
Gamers' Temple	0.10	0.09	0.01	0.18
Gamers.at	0.13	0.11	-0.05	0.26
Gamervision	0.04	0.04	-0.04	0.14
Games Master UK	0.20	0.21	0.13	0.29
Games Radar	0.26	0.25	-0.01	0.52
GamesNation	0.10	0.13	-0.11	0.37
GamesRadar	0.17	0.17	0.10	0.25
Gamestyle	0.13	0.13	0.04	0.22
Gaming Age	0.20	0.19	0.15	0.25
Gaming Nexus	0.09	0.09	0.03	0.15
Gaming Target	0.14	0.13	-0.06	0.32
GamingExcellence	0.10	0.11	0.00	0.21
GamingTrend	0.12	0.13	0.02	0.25
GamingXP	0.10	0.09	0.02	0.15
Giant Bomb	0.17	0.17	0.10	0.24
GotNext	0.16	0.19	-0.11	0.47
Hardcore Gamer Magazine	0.20	0.21	0.07	0.33
HellBored	0.07	0.06	-0.07	0.20
IC-Games	0.42	0.35	-0.05	0.78
IGN	0.34	0.34	0.29	0.39
IGN AU	0.19	0.18	0.01	0.42
IGN UK	0.30	0.30	0.07	0.58
Impulsegamer	0.06	0.06	-0.05	0.20
InsideGamer.nl	0.10	0.11	-0.03	0.24
Jolt Online Gaming UK	0.12	0.13	-0.01	0.26
Just Adventure	0.21	0.21	0.09	0.31
Kikizo	0.13	0.12	-0.05	0.30
Kombo	0.09	0.09	0.01	0.19
LEVEL (Czech Republic)	0.23	0.23	0.15	0.31
Level7.nu	0.15	0.15	0.02	0.26
MEGamers	0.11	0.10	-0.04	0.22
MS Xbox World	0.08	0.08	-0.05	0.21
Maxi Consolas (Portugal)	0.31	0.33	0.09	0.55

Table 19: Results (video games), 2008-2009, part 3

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Meristation	0.19	0.18	0.07	0.33
Metro GameCentral	0.22	0.22	0.16	0.30
Modojo	0.13	0.13	0.03	0.22
MondoXbox	0.17	0.18	-0.05	0.44
Multiplayer.it	0.07	0.07	-0.06	0.23
My Gamer	0.11	0.09	-0.04	0.20
N-Europe	0.10	0.11	-0.04	0.26
NTSC-uk	0.08	0.08	-0.01	0.17
NZGamer	0.10	0.09	0.00	0.19
Nintendo Gamer	0.20	0.20	0.14	0.26
Nintendo Life	0.09	0.10	0.01	0.20
Nintendo Power	0.20	0.19	0.11	0.30
NintendoWorldReport	0.20	0.20	0.11	0.28
Nintendojo	0.10	0.09	-0.02	0.20
No DPad	0.29	0.27	0.05	0.56
Official Nintendo Magazine UK	0.22	0.21	0.14	0.29
Official Playstation 2 Magazine UK	0.28	0.29	0.05	0.50
Official Xbox Magazine	0.18	0.19	0.07	0.27
Official Xbox Magazine UK	0.21	0.21	0.11	0.30
PALGN	0.05	0.06	-0.07	0.20
PC Format	0.20	0.20	0.07	0.31
PC Gamer	0.23	0.24	0.10	0.38
PC Gamer UK	0.23	0.23	0.12	0.30
PC Games (Germany)	0.16	0.16	-0.07	0.43
PC Gameworld	0.33	0.35	0.01	0.77
PC PowerPlay	0.22	0.21	0.04	0.39
PC Zone UK	0.24	0.22	0.14	0.32
PGNx Media	0.13	0.13	0.01	0.23
PS3bloggen.se	0.08	0.08	-0.03	0.17
PSFocus	0.17	0.16	-0.03	0.36
PSM3 Magazine UK	0.20	0.20	0.10	0.28
PSW Magazine UK	0.43	0.41	0.07	0.76
PSX Extreme	0.12	0.12	-0.03	0.27
PTGamers	0.14	0.15	0.01	0.30
Pelit (Finland)	0.20	0.20	0.09	0.29
Planet Xbox 360	0.07	0.08	-0.08	0.23
Play (Poland)	0.20	0.20	0.01	0.35
Play Magazine	0.22	0.23	0.13	0.32
Play UK	0.19	0.20	0.09	0.30
Play.tm	0.11	0.10	-0.02	0.21
Playstation Official Magazine Australia	0.22	0.22	0.09	0.34
Playstation Official Magazine UK	0.18	0.18	0.11	0.25
Playstation Universe	0.08	0.09	-0.07	0.24
Playstation: The Official Magazine (US)	0.21	0.21	0.09	0.29
Pocket Gamer UK	0.12	0.10	0.01	0.22
RPG Fan	0.10	0.10	-0.01	0.19
RPGamer	0.10	0.09	-0.04	0.19
RealGamer	0.13	0.13	-0.04	0.29
Slide to Play	0.27	0.27	0.09	0.45
SpazioGames	0.07	0.08	-0.08	0.20

Table 20: Results (video games), 2008-2009, part 4

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Strategy Informer	0.13	0.13	-0.02	0.32
Talk Xbox	0.22	0.22	-0.07	0.54
TeamXbox	0.22	0.22	0.12	0.29
Telegraph	0.16	0.18	-0.09	0.39
The A.V. Club	0.09	0.10	0.03	0.18
The New York Times	0.55	0.53	-0.08	1.06
TheSixthAxis	0.10	0.11	-0.01	0.22
Thunderbolt	0.09	0.09	0.03	0.15
Total PC Gaming	0.18	0.17	0.07	0.33
Total Video Games	0.02	0.04	-0.10	0.14
TotalPlayStation	0.24	0.23	0.11	0.39
Totally360	0.10	0.10	-0.01	0.24
TouchArcade	0.32	0.32	0.09	0.54
TouchGen	0.25	0.23	0.03	0.47
Vandal Online	0.09	0.09	0.00	0.18
Variety	0.12	0.13	-0.02	0.24
Video Game Talk	0.10	0.09	0.00	0.22
VideoGamer	0.15	0.15	0.04	0.23
Wii Brasil	0.12	0.12	-0.04	0.29
Wired	0.12	0.11	-0.03	0.25
WonderwallWeb	0.11	0.10	0.03	0.19
Worth Playing	0.10	0.11	0.05	0.15
X360 Magazine UK	0.21	0.21	0.12	0.29
XGN	0.09	0.09	-0.06	0.21
Xbox World 360 Magazine UK	0.19	0.19	0.11	0.25
Xbox World Australia	0.21	0.20	-0.11	0.43
Xbox360Achievements	0.08	0.07	-0.06	0.25
XboxAddict	0.11	0.12	-0.06	0.32
Yahoo! Games	0.34	0.32	-0.01	0.70
YouGamers	0.27	0.30	-0.22	0.70
ZTGD	0.08	0.07	0.01	0.17
Zentendo	0.12	0.11	0.01	0.25
games(TM)	0.20	0.20	0.13	0.27
n-Revolution Magazine UK	0.21	0.20	0.10	0.30
netjak	0.11	0.16	-0.21	0.40

Table 21: Results (video games), 2006-2007, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
1UP	0.29	0.28	0.21	0.34
360 Gamer Magazine UK	0.33	0.34	0.18	0.52
3DAvenue	0.14	0.13	-0.08	0.44
3DJuegos	0.43	0.43	-0.14	1.21
AceGamez	0.13	0.14	0.08	0.19
ActionTrip	0.40	0.38	0.05	0.72
Adventure Gamers	0.16	0.16	-0.13	0.42
Armchair Empire	0.12	0.12	0.01	0.24
AtomicGamer	0.15	0.13	0.01	0.31
BonusStage	0.14	0.17	-0.02	0.31
Boomtown	0.14	0.14	0.04	0.24
CPUGamer	0.17	0.17	-0.07	0.40
Cheat Code Central	0.28	0.28	0.22	0.33
Computer Games Magazine	0.29	0.29	0.22	0.38
Computer Games Online RO	0.24	0.24	-0.03	0.59
Computer and Video Games	0.20	0.21	-0.21	0.46
Console Gameworld	0.14	0.14	0.02	0.29
Console Monster	0.19	0.18	-0.01	0.41
Cubed3	0.14	0.17	-0.18	0.49
Da Gameboyz	0.20	0.20	-0.02	0.45
DailyGame	0.12	0.11	-0.02	0.24
DarkStation	0.13	0.13	-0.06	0.31
Deeko	0.14	0.14	0.05	0.24
Destructoid	0.12	0.10	-0.10	0.34
Detroit Free Press	0.15	0.14	0.05	0.24
Digital Entertainment News	0.14	0.13	0.08	0.19
Edge Magazine	0.28	0.28	0.20	0.36
Electric Playground	0.34	0.32	-0.07	0.67
Electronic Gaming Monthly	0.29	0.31	0.19	0.41
Entertainment Weekly	0.22	0.20	-0.10	0.52
Eurogamer	0.14	0.14	0.08	0.18
Extreme Gamer	0.16	0.18	0.00	0.32
Ferrago	0.34	0.30	-0.24	0.96
FiringSquad	0.59	0.68	0.06	1.30
Four Fat Chicks	0.23	0.20	-0.04	0.52
G4 TV	0.14	0.14	0.07	0.19
Game Almighty	0.13	0.13	0.01	0.23
Game Chronicles	0.14	0.15	0.09	0.22
Game Informer	0.27	0.27	0.21	0.34
Game Over Online	0.11	0.12	0.03	0.29
Game Positive	0.27	0.26	-0.09	0.83
Game Power Australia	0.21	0.24	-0.33	0.88
Game Revolution	0.29	0.29	0.23	0.34
GameBiz	0.26	0.19	-0.06	0.52
GameBrink	0.14	0.14	0.05	0.27
GameCritics	0.14	0.13	0.03	0.24
GameDaily	0.15	0.16	0.03	0.24
GamePro	0.30	0.29	0.21	0.37
GameShark	0.15	0.14	0.07	0.22
GameSpot	0.48	0.48	0.38	0.56

Table 22: Results (video games), 2006-2007, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
GameSpy	0.29	0.29	0.23	0.36
GameStar	0.35	0.29	-0.12	0.75
GameTap	0.20	0.19	0.02	0.39
GameTrailers	0.14	0.16	0.00	0.27
GameZone	0.13	0.11	0.05	0.19
Gamenikki	0.32	0.38	-0.15	0.78
Gameplanet	0.39	0.46	-0.28	1.16
Gameplayer	0.29	0.33	-0.18	0.69
Gamer 2.0	0.15	0.16	0.05	0.26
Gamer's Hell	0.20	0.20	0.03	0.38
Gamer.nl	0.21	0.20	-0.03	0.49
GamerFeed	0.17	0.16	0.04	0.33
GamerNode	0.13	0.12	0.03	0.28
Gamers Europe	0.15	0.14	-0.05	0.33
Gamers' Temple	0.12	0.11	-0.01	0.23
Games Master UK	0.27	0.27	0.16	0.36
Games Radar	0.25	0.24	0.11	0.36
GamesRadar	0.27	0.28	0.17	0.36
Gamestyle	0.14	0.15	0.05	0.22
Gamezilla!	0.22	0.21	0.01	0.40
Gaming Age	0.28	0.28	0.23	0.34
Gaming Horizon	0.23	0.24	-0.06	0.57
Gaming Illustrated	0.14	0.13	-0.09	0.41
Gaming Nexus	0.16	0.16	0.02	0.27
Gaming Target	0.18	0.19	0.05	0.32
GamingExcellence	0.12	0.11	-0.04	0.23
GamingTrend	0.14	0.15	0.06	0.27
GotNext	0.15	0.15	-0.04	0.33
Hardcore Gamer Magazine	0.24	0.25	0.13	0.35
IC-Games	0.13	0.13	-0.13	0.40
IGN	0.54	0.52	0.44	0.61
IGN AU	1.00	0.97	-0.08	2.18
IncGamers	0.15	0.16	-0.20	0.47
Into Liquid Sky	0.42	0.39	-0.22	0.94
Jolt Online Gaming UK	0.11	0.11	0.00	0.22
Just Adventure	0.25	0.24	0.11	0.39
Just RPG	0.28	0.29	0.03	0.57
Kombo	0.14	0.14	-0.01	0.30
MEGamers	0.23	0.15	-0.40	0.82
MS Xbox World	0.15	0.16	-0.03	0.36
Maxi Consolas (Portugal)	0.38	0.39	-0.03	0.74
Maxim Online	0.30	0.34	-0.07	0.68
Modojo	0.15	0.14	0.01	0.28
My Gamer	0.16	0.17	0.03	0.31
N-Europe	0.26	0.26	-0.02	0.70
N-Insanity	0.26	0.25	-0.11	0.65
NGC Magazine UK	0.34	0.31	0.08	0.63
NTSC-uk	0.17	0.17	0.08	0.27
NZGamer	0.14	0.14	-0.08	0.38
Next Level Gaming	0.15	0.14	0.00	0.30

Table 23: Results (video games), 2006-2007, part 3

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Nintendo Gamer	0.27	0.26	0.15	0.38
Nintendo Power	0.28	0.27	0.17	0.39
NintendoWorldReport	0.29	0.30	0.18	0.41
Nintendojo	0.14	0.16	-0.03	0.31
Official Nintendo Magazine UK	0.28	0.28	0.16	0.39
Official Playstation 2 Magazine UK	0.27	0.26	0.17	0.35
Official U.S. Playstation Magazine	0.29	0.30	0.19	0.40
Official Xbox Magazine	0.30	0.31	0.22	0.40
Official Xbox Magazine UK	0.27	0.26	0.17	0.36
Operation Sports	0.17	0.15	-0.04	0.36
PALGN	0.12	0.12	0.02	0.24
PC Format	0.28	0.29	0.16	0.40
PC Gamer	0.27	0.28	0.17	0.37
PC Gamer UK	0.27	0.26	0.15	0.39
PC Gameworld	0.29	0.28	0.12	0.45
PC PowerPlay	0.48	0.46	-0.16	1.07
PC Zone UK	0.29	0.28	0.19	0.38
PGNx Media	0.14	0.13	0.06	0.22
PSM Magazine	0.29	0.29	0.15	0.40
PSM2 Magazine UK	0.36	0.34	0.06	0.62
PSM3 Magazine UK	0.29	0.30	0.17	0.42
PSW Magazine UK	0.32	0.31	0.17	0.46
PSX Extreme	0.13	0.11	-0.11	0.33
PTGamers	0.08	0.13	-0.21	0.34
Pelit (Finland)	0.28	0.27	0.19	0.39
Planet Xbox 360	0.25	0.27	0.07	0.45
Play (Poland)	0.35	0.36	0.00	0.66
Play Magazine	0.27	0.27	0.19	0.35
Play UK	0.28	0.28	0.19	0.38
Play.tm	0.14	0.14	0.05	0.25
Playstation Official Magazine UK	0.22	0.21	0.12	0.32
Playstation: The Official Magazine (US)	0.32	0.32	0.08	0.51
Pocket Gamer UK	0.14	0.14	0.02	0.26
Pro-G	0.22	0.20	-0.06	0.49
Pure Magazine UK	0.24	0.24	0.06	0.44
Quandary	0.15	0.15	-0.16	0.39
RPG Fan	0.14	0.15	-0.05	0.28
RewiredMind	0.15	0.15	0.01	0.30
Siliconera	0.25	0.22	-0.17	0.74
Strategy Informer	0.17	0.17	-0.01	0.37
Stuff	0.18	0.21	-0.07	0.39
Sydney Morning Herald	0.17	0.18	0.06	0.31
Talk Xbox	0.08	0.07	-0.14	0.34
TeamXbox	0.28	0.29	0.16	0.41
The A.V. Club	0.13	0.13	0.03	0.23
The New York Times	0.13	0.13	-0.08	0.39
The Wiire	0.15	0.14	0.00	0.31
TheSixthAxis	0.24	0.28	-0.25	0.76
Thunderbolt	0.14	0.15	0.06	0.23
Times Online	0.14	0.16	0.05	0.25

Table 24: Results (video games), 2006-2007, part 4

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Total Video Games	0.11	0.10	-0.08	0.27
TotalPlayStation	0.28	0.26	0.13	0.38
VGPub	0.11	0.11	-0.04	0.24
Video Game Talk	0.15	0.14	-0.03	0.34
VideoGamer	0.14	0.13	0.03	0.23
WHAM! Gaming	0.15	0.15	0.03	0.27
Worth Playing	0.14	0.15	0.09	0.21
X360 Magazine UK	0.31	0.31	0.20	0.41
XGP Gaming	0.22	0.24	-0.20	0.72
Xbox Evolved	0.12	0.13	-0.23	0.50
Xbox Solution	0.52	0.52	-0.34	1.20
Xbox World 360 Magazine UK	0.28	0.29	0.16	0.43
Xbox World Australia	0.15	0.14	-0.19	0.51
Xbox360Achievements	0.32	0.32	-0.17	0.81
XboxAddict	0.12	0.13	-0.06	0.33
Xboxic	0.16	0.16	-0.04	0.39
Yahoo! Games	0.16	0.15	0.02	0.28
YouGamers	0.31	0.32	-0.13	0.72
ZTGD	0.12	0.11	0.00	0.24
Zentendo	0.18	0.18	-0.14	0.47
eToychest	0.14	0.14	0.00	0.23
games(TM)	0.29	0.28	0.19	0.37
n-Revolution Magazine UK	0.22	0.21	-0.05	0.50
netjak	0.18	0.18	0.04	0.30

Table 25: Results (video games), 2004-2005, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
1UP	0.26	0.26	0.20	0.32
360 Gamer Magazine UK	0.48	0.50	0.18	0.82
3DAvenue	0.13	0.13	0.03	0.24
AceGamez	0.13	0.13	0.08	0.19
ActionTrip	0.24	0.28	0.10	0.47
Adrenaline Vault	0.26	0.27	0.10	0.40
Adventure Gamers	0.07	0.09	-0.18	0.28
AltGaming	0.12	0.12	0.00	0.26
Armchair Empire	0.11	0.12	-0.01	0.23
AtomicGamer	0.15	0.17	-0.13	0.49
Australian GamePro	0.20	0.19	0.00	0.42
BonusStage	0.12	0.12	0.06	0.17
Boomtown	0.13	0.13	0.05	0.23
CPUGamer	0.19	0.20	-0.05	0.37
Cheat Code Central	0.25	0.24	0.19	0.30
Cincinnati Enquirer	0.19	0.20	-0.02	0.42
Cinescape	0.11	0.11	-0.02	0.24
Computer Games Magazine	0.24	0.25	0.20	0.29
Computer Games Online RO	0.17	0.18	-0.05	0.39
Computer Gaming World	0.25	0.24	0.16	0.32
Computer and Video Games	0.13	0.13	0.07	0.19
Console Gameworld	0.14	0.14	-0.01	0.29
Da Gameboyz	0.22	0.23	0.02	0.44
DailyGame	0.18	0.19	0.06	0.30
DarkStation	0.12	0.12	-0.03	0.27
Deeko	0.13	0.11	0.00	0.30
Detroit Free Press	0.13	0.13	0.07	0.22
Digital Entertainment News	0.13	0.13	-0.07	0.42
Edge Magazine	0.24	0.24	0.17	0.31
Electric Playground	0.29	0.26	0.00	0.64
Electronic Gaming Monthly	0.25	0.24	0.16	0.33
Entertainment Weekly	0.18	0.19	-0.17	0.51
Eurogamer	0.11	0.11	0.06	0.18
Extreme Gamer	0.16	0.16	-0.04	0.34
Ferrago	0.18	0.17	-0.10	0.43
FiringSquad	0.39	0.31	-0.11	0.73
Four Fat Chicks	0.08	0.09	-0.12	0.27
Frictionless Insight	0.20	0.16	-0.06	0.40
G4 TV	0.13	0.13	0.08	0.16
GBA Central	0.14	0.13	-0.05	0.30
GMR Magazine	0.25	0.25	0.16	0.34
Game Chronicles	0.13	0.12	0.07	0.18
Game Informer	0.25	0.25	0.20	0.32
Game Over Online	0.11	0.11	0.00	0.24
Game Power Australia	0.25	0.27	-0.07	0.59
Game Revolution	0.24	0.24	0.18	0.30
GameBiz	0.13	0.13	0.05	0.22
GameBrink	0.13	0.14	-0.20	0.34
GameCritics	0.11	0.12	0.04	0.18
GameCube Advanced	0.13	0.10	-0.18	0.39

Table 26: Results (video games), 2004-2005, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
GameCube Europe	0.15	0.14	-0.06	0.41
GamePro	0.43	0.42	0.36	0.51
GameReviewer	0.16	0.17	-0.23	0.52
GameShark	0.13	0.13	0.07	0.18
GameSpot	0.50	0.50	0.39	0.59
GameSpot AU	0.16	0.17	-0.04	0.39
GameSpy	0.24	0.24	0.18	0.30
GameZone	0.10	0.11	0.05	0.17
Gamenikki	0.15	0.14	-0.02	0.28
Gamer 2.0	0.15	0.14	-0.08	0.34
Gamer's Hell	0.12	0.12	0.03	0.23
Gamer's Pulse	0.16	0.15	-0.04	0.34
Gamer.tv	0.11	0.10	0.02	0.18
GamerArchive	0.17	0.18	-0.04	0.38
GamerFeed	0.11	0.11	0.04	0.16
GamerNode	0.23	0.23	-0.17	0.60
Gamers Depot	0.15	0.12	-0.13	0.39
Gamers Europe	0.13	0.11	0.04	0.22
Gamers' Temple	0.12	0.13	0.00	0.26
Games Master UK	0.45	0.40	0.02	0.88
Games Radar	0.13	0.13	0.05	0.22
GamesRadar	0.29	0.31	0.08	0.46
Gamestyle	0.14	0.14	0.04	0.22
Gamezilla!	0.12	0.11	0.03	0.18
Gaming Age	0.25	0.26	0.21	0.30
Gaming Horizon	0.15	0.14	-0.06	0.33
Gaming Illustrated	0.16	0.17	-0.01	0.34
Gaming Nexus	0.12	0.13	-0.02	0.25
Gaming Target	0.12	0.12	0.00	0.22
GamingTrend	0.13	0.14	0.05	0.25
GamingWorld X	0.13	0.12	-0.13	0.39
IC-Games	0.12	0.13	0.01	0.22
IGN	0.49	0.49	0.40	0.57
IncGamers	0.13	0.14	0.02	0.24
Inside Gamer Online	0.12	0.13	-0.07	0.25
Into Liquid Sky	0.21	0.20	-0.01	0.39
Jolt Online Gaming UK	0.15	0.14	0.06	0.26
Just Adventure	0.20	0.20	0.08	0.35
Just RPG	0.13	0.12	-0.07	0.27
Kombo	0.09	0.08	-0.07	0.25
Loaded Inc	0.06	0.04	-0.17	0.29
MS Xbox World	0.16	0.18	0.00	0.33
Maxim Online	0.12	0.13	0.03	0.23
Modojo	0.16	0.15	-0.01	0.28
My Gamer	0.11	0.12	0.04	0.20
N-Europe	0.21	0.18	-0.12	0.54
N-Insanity	0.08	0.07	-0.13	0.26
NGC Magazine UK	0.44	0.45	0.13	0.79
NTSC-uk	0.12	0.12	0.02	0.21
Next Level Gaming	0.12	0.12	0.06	0.18

Table 27: Results (video games), 2004-2005, part 3

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Nintendo Insider	0.16	0.16	-0.16	0.54
Nintendo Power	0.26	0.26	0.17	0.37
NintendoWorldReport	0.24	0.23	0.13	0.34
Nintendojo	0.13	0.14	0.05	0.21
Nintendophiles	0.12	0.12	0.01	0.23
Official Playstation 2 Magazine UK	0.23	0.24	0.13	0.32
Official U.S. Playstation Magazine	0.24	0.23	0.17	0.32
Official Xbox Magazine	0.25	0.26	0.15	0.35
Official Xbox Magazine UK	0.36	0.43	-0.09	0.81
Operation Sports	0.14	0.15	-0.01	0.27
PALGN	0.10	0.11	0.00	0.20
PC Arena	0.83	0.76	0.11	1.57
PC Format	0.24	0.24	0.14	0.34
PC Gamer	0.23	0.25	0.15	0.30
PC Gamer UK	0.56	0.54	0.08	1.04
PC Gameworld	0.25	0.24	0.14	0.38
PGNx Media	0.12	0.13	0.03	0.22
PSM Magazine	0.25	0.25	0.16	0.33
PSM2 Magazine UK	0.37	0.38	0.09	0.62
PSX Extreme	0.11	0.12	-0.01	0.23
PSX Nation	0.15	0.13	0.03	0.27
Pelaaja (Finland)	0.24	0.25	0.11	0.38
Pelit (Finland)	0.23	0.24	0.13	0.36
Planet Xbox 360	0.31	0.29	-0.23	0.90
Play Magazine	0.25	0.25	0.20	0.30
Play UK	0.37	0.36	0.02	0.69
Play.tm	0.15	0.14	-0.07	0.31
Playboy	0.09	0.10	-0.12	0.35
Pocket Games	0.29	0.29	0.08	0.54
Quandary	0.16	0.17	-0.05	0.40
RPG Fan	0.15	0.14	-0.14	0.41
RealGamer	0.14	0.14	-0.02	0.33
RewiredMind	0.11	0.11	-0.01	0.19
Siliconera	0.16	0.16	0.03	0.29
Sports Gaming Network	0.37	0.32	-0.09	0.85
Stuff	0.13	0.13	0.08	0.20
Sydney Morning Herald	0.12	0.12	0.02	0.21
Talk Xbox	0.17	0.19	-0.06	0.41
TeamXbox	0.13	0.14	0.02	0.26
The A.V. Club	0.29	0.34	-0.16	0.75
The New York Times	0.17	0.17	0.02	0.30
Thunderbolt	0.13	0.12	0.02	0.21
Times Online	0.13	0.13	0.05	0.20
Total Video Games	0.14	0.14	0.02	0.24
TotalGames.net	0.11	0.12	0.05	0.19
TotalPlayStation	0.12	0.13	-0.05	0.26
VGPub	0.16	0.16	0.04	0.27
VideoGamer	0.24	0.23	-0.04	0.54
VideoGamesLife	0.15	0.15	0.03	0.25
Village Voice	1.00	1.17	-0.01	1.87

Table 28: Results (video games), 2004-2005, part 4

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
WHAM! Gaming	0.10	0.10	-0.01	0.21
Warcry	0.16	0.15	0.07	0.26
Weekly Famitsu	0.24	0.22	0.08	0.36
Worth Playing	0.12	0.11	0.06	0.17
X360 Magazine UK	0.29	0.26	0.04	0.53
XGP Gaming	0.14	0.15	0.01	0.31
Xbox Evolved	0.13	0.11	-0.06	0.30
Xbox Nation Magazine	0.26	0.26	0.15	0.35
Xbox Solution	0.10	0.13	-0.13	0.33
Xbox World Australia	0.13	0.14	-0.07	0.29
XboxAddict	0.09	0.08	-0.03	0.19
Xequted	0.15	0.14	0.00	0.27
Yahoo! Games	0.11	0.10	0.02	0.20
ZTGD	0.21	0.21	-0.11	0.61
eToychest	0.11	0.12	0.05	0.19
games(TM)	0.24	0.24	0.18	0.31
netjak	0.15	0.15	0.08	0.21

Table 29: Results (video games), 2002-2003, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
1UP	0.47	0.47	0.23	0.70
3DAvenue	0.63	0.54	-0.09	1.35
Absolute Playstation	0.23	0.26	-0.07	0.51
AceGamez	0.41	0.40	0.06	0.75
ActionTrip	0.48	0.48	0.35	0.71
Adrenaline Vault	0.51	0.52	0.37	0.66
Adventure Gamers	0.25	0.23	-0.11	0.56
All Game Guide	0.25	0.25	0.14	0.37
Armchair Empire	0.25	0.24	0.10	0.42
AtomicGamer	0.06	0.07	-0.54	0.64
BBC Sport	0.32	0.29	-0.14	0.83
BonusStage	0.39	0.45	-0.40	1.18
Boomtown	0.42	0.40	-0.16	0.90
CPUGamer	0.41	0.32	-0.05	0.83
Cheat Code Central	0.48	0.49	0.37	0.58
Cincinnati Enquirer	0.26	0.28	0.03	0.53
Cinescape	0.26	0.27	0.10	0.46
Computer Games Magazine	0.50	0.50	0.39	0.61
Computer Games Online RO	0.79	0.78	-0.71	1.99
Computer Gaming World	0.50	0.51	0.40	0.61
Computer and Video Games	0.28	0.24	-0.01	0.53
Da Gameboyz	0.60	0.61	-0.21	1.38
DailyGame	0.40	0.40	-0.20	0.99
Deeko	0.31	0.33	0.09	0.57
Edge Magazine	0.47	0.47	0.36	0.62
Electric Playground	0.24	0.23	0.08	0.39
Electronic Gaming Monthly	0.46	0.48	0.36	0.62
Entertainment Weekly	0.26	0.25	0.14	0.40
Eurogamer	0.25	0.24	0.14	0.34
FHM	0.48	0.60	-0.35	1.34
Ferrago	0.37	0.46	-0.13	1.12
FiringSquad	0.63	0.67	0.30	1.03
Four Fat Chicks	0.27	0.25	0.02	0.48
G4 TV	0.25	0.25	0.17	0.33
GBA Central	0.42	0.43	-0.31	1.02
GMR Magazine	0.50	0.51	0.37	0.66
Game Chronicles	0.21	0.22	0.06	0.38
Game Informer	0.44	0.45	0.36	0.56
Game Over Online	0.23	0.23	0.05	0.40
Game Power Australia	0.65	0.58	-0.97	2.13
Game Revolution	0.49	0.50	0.41	0.59
GameBiz	0.28	0.27	-0.07	0.67
GameCritics	0.24	0.26	0.13	0.35
GameCube Europe	0.29	0.27	0.06	0.53
GameNow	0.46	0.47	0.35	0.58
GamePen	0.24	0.25	0.05	0.45
GamePro	0.89	0.91	0.78	1.05
GameReviewer	0.15	0.13	-0.18	0.50
GameShark	0.24	0.24	0.07	0.45
GameSpot	0.94	0.95	0.84	1.09

Table 30: Results (video games), 2002-2003, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
GameSpot AU	0.72	0.58	-0.18	1.59
GameSpy	0.49	0.50	0.39	0.62
GameZone	0.23	0.23	0.15	0.33
Gamenikki	0.41	0.41	0.10	0.72
Gamer's Hell	0.33	0.31	0.03	0.62
Gamer's Pulse	0.23	0.23	0.12	0.35
Gamer.tv	0.25	0.25	-0.02	0.54
GamerArchive	0.37	0.40	-0.65	0.99
GamerFeed	0.22	0.20	-0.05	0.48
GamerWeb Nintendo	0.20	0.20	-0.04	0.44
GamerWeb PC	0.36	0.43	-0.36	1.11
GamerWeb Sony	0.25	0.25	0.05	0.49
GamerWeb Xbox	0.29	0.28	0.04	0.59
Gamers Europe	0.30	0.32	-0.37	0.95
Gamers' Temple	0.28	0.26	0.08	0.47
Games Radar	0.24	0.24	0.05	0.45
Gamestyle	0.22	0.23	0.10	0.36
Gamezilla!	0.26	0.26	0.11	0.43
Gaming Age	0.49	0.50	0.39	0.58
Gaming Maxx	0.31	0.33	-0.12	0.79
Gaming Nexus	0.69	0.66	-0.19	1.75
GamingTrend	0.24	0.26	0.02	0.39
GamingWorld X	0.25	0.25	0.02	0.47
Hot Games	0.92	0.93	0.63	1.24
IC-Games	0.87	1.08	-0.28	1.97
IGN	0.93	0.94	0.82	1.07
IncGamers	0.27	0.25	-0.23	0.73
Inside Gamer Online	0.40	0.47	-0.15	1.04
Into Liquid Sky	0.28	0.28	0.09	0.48
Just Adventure	0.41	0.40	0.17	0.71
Just RPG	0.31	0.31	-0.36	0.92
Kombo	0.53	0.55	-0.24	1.45
Loaded Inc	0.48	0.46	-0.35	1.39
MS Xbox World	0.67	0.72	-0.32	1.95
Maxim Online	0.26	0.27	0.15	0.41
Media and Games Online Network	0.26	0.26	0.02	0.50
My Gamer	0.23	0.21	-0.28	0.63
N-Insanity	0.47	0.40	-0.21	1.02
NTSC-uk	0.23	0.22	0.01	0.42
Next Level Gaming	0.18	0.18	0.01	0.38
Nintendo Power	0.49	0.49	0.38	0.64
NintendoWorldReport	0.52	0.53	0.22	0.78
Nintendojo	0.25	0.24	0.08	0.41
Nintendophiles	0.25	0.25	0.08	0.43
Official Playstation 2 Magazine UK	1.00	1.01	-0.42	2.19
Official U.S. Playstation Magazine	0.48	0.50	0.36	0.61
Official Xbox Magazine	0.46	0.47	0.26	0.61
Operation Sports	0.26	0.29	-0.04	0.54
PC Arena	0.27	0.27	-0.45	0.71
PC Format	0.50	0.49	0.25	0.74

Table 31: Results (video games), 2002-2003, part 3

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
PC Gamer	0.49	0.50	0.32	0.64
PC Gameworld	0.46	0.45	0.29	0.63
PGNx Media	0.62	0.59	-0.04	1.31
PSM Magazine	0.46	0.48	0.31	0.64
PSX Extreme	0.47	0.50	-0.01	1.05
PSX Nation	0.23	0.25	0.13	0.39
Play Magazine	0.48	0.48	0.39	0.59
Playboy	0.32	0.31	0.05	0.66
Pocket Games	0.49	0.47	0.29	0.70
Pregaming	0.17	0.15	-0.67	0.83
Quandary	0.28	0.29	-0.11	0.61
RealGamer	0.21	0.12	-0.48	1.03
Siliconera	0.52	0.48	-0.05	1.12
Sports Gaming Network	0.50	0.52	0.20	0.76
TeamXbox	0.23	0.23	0.01	0.42
Thunderbolt	0.22	0.23	0.00	0.43
Times Online	0.46	0.52	-0.44	1.14
Total Video Games	0.28	0.28	0.09	0.54
TotalGames.net	0.24	0.26	0.16	0.33
TotalPlayStation	0.34	0.35	-0.07	0.66
VGPub	0.44	0.50	-0.30	1.24
VideoGamesLife	0.33	0.34	-0.45	0.91
Village Voice	0.23	0.20	-0.13	0.51
Voodoo Extreme	0.50	0.52	-0.13	1.12
WHAM! Gaming	0.49	0.45	-0.35	1.22
Weekly Famitsu	0.57	0.61	0.20	0.95
Worth Playing	0.30	0.25	-0.02	0.46
XGP Gaming	0.24	0.28	-0.05	0.60
Xbox Exclusive	0.58	0.61	-0.24	1.23
Xbox Nation Magazine	0.49	0.50	0.36	0.62
Xbox World Australia	0.61	0.56	-0.20	1.34
XboxAddict	0.34	0.34	0.10	0.61
XenGamers	0.48	0.47	0.26	0.67
Xequted	0.29	0.32	-0.22	0.93
Yahoo! Games	0.24	0.24	0.15	0.35
eToychest	0.25	0.26	0.08	0.41
games(TM)	0.46	0.48	0.34	0.63
netjak	0.23	0.25	0.10	0.36

Table 32: Results (video games), 2000-2001, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Absolute Playstation	0.66	0.59	-0.05	1.33
AceGamez	1.00	0.90	-0.18	2.08
ActionTrip	0.46	0.47	0.31	0.65
Adrenaline Vault	0.45	0.46	0.31	0.63
Adventure Gamers	0.44	0.38	-0.11	0.88
All Game Guide	0.22	0.21	0.11	0.32
AllDreamcast	0.26	0.23	-0.17	0.65
Antagonist	0.24	0.25	0.04	0.44
Armchair Empire	0.22	0.19	-0.10	0.54
BBC Sport	0.31	0.34	-0.12	0.82
CNET Gamecenter	0.96	0.95	0.81	1.09
Cheat Code Central	0.65	0.64	-0.01	1.28
CheckOut	0.80	0.78	0.47	1.17
Cincinnati Enquirer	0.31	0.29	0.04	0.54
Cinescape	0.26	0.25	0.00	0.44
Cloudchaser	0.31	0.29	-0.03	0.69
Computer Games Magazine	0.49	0.49	0.38	0.60
Computer Gaming World	0.49	0.48	0.35	0.60
Core Magazine	0.46	0.46	0.32	0.60
DC Swirl	0.47	0.46	0.29	0.74
Da Gameboyz	0.44	0.44	0.28	0.62
Daily Radar	0.93	0.94	0.82	1.04
Dreamcast HQ	0.45	0.47	0.17	0.82
Dreamcast.net	0.65	0.67	0.18	1.11
Electric Playground	0.20	0.19	0.08	0.32
Electronic Gaming Monthly	0.47	0.48	0.34	0.60
Eurogamer	0.19	0.20	0.01	0.44
Evil Avatar	0.31	0.36	-0.04	0.67
FHM	0.32	0.33	0.01	0.65
FiringSquad	0.50	0.50	0.07	0.84
Four Fat Chicks	0.34	0.33	0.15	0.54
G4 TV	0.25	0.26	0.01	0.42
GMR Magazine	0.52	0.53	0.07	1.02
Game Chronicles	0.45	0.47	-0.50	1.42
Game Fan	0.65	0.62	0.34	0.94
Game Informer	0.44	0.46	0.30	0.63
Game Over Online	0.26	0.27	0.09	0.40
Game Revolution	0.45	0.45	0.37	0.52
GameCritics	0.40	0.41	0.08	0.74
GameCube Europe	0.55	0.51	-0.42	1.31
GamePen	0.23	0.24	0.11	0.36
GamePower	0.47	0.47	0.31	0.65
GamePro	0.86	0.87	0.75	0.97
GameShark	0.26	0.27	0.12	0.43
GameSpot	0.92	0.93	0.80	1.06
GameSpy	0.42	0.42	0.30	0.53
GameZone	0.23	0.23	0.17	0.32
Gamer's Pulse	0.23	0.24	0.07	0.40
GamerWeb Nintendo	0.22	0.22	-0.04	0.49
GamerWeb PC	0.21	0.22	-0.08	0.52

Table 33: Results (video games), 2000-2001, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
GamerWeb Sega	0.49	0.51	0.25	0.76
GamerWeb Sony	0.23	0.23	0.04	0.39
GamerWeb Xbox	0.27	0.31	-0.47	1.03
Gamers' Temple	0.17	0.12	-0.20	0.52
Games Domain	0.33	0.36	-0.07	0.76
Games Radar	0.24	0.24	0.16	0.31
Gamestyle	0.34	0.35	-0.09	0.74
Gamezilla!	0.25	0.25	0.13	0.37
Gaming Age	0.45	0.45	0.36	0.57
Gaming Maxx	0.26	0.26	0.05	0.47
GamingTrend	0.99	1.00	-0.09	2.05
Happy Puppy	0.93	0.94	0.80	1.10
Hot Games	0.93	0.93	0.83	1.04
IGN	0.92	0.94	0.82	1.04
Into Liquid Sky	0.22	0.27	-0.05	0.65
Maxim Online	0.21	0.22	0.06	0.36
Media and Games Online Network	0.35	0.35	-0.03	0.76
My Gamer	0.47	0.52	-0.03	1.01
Next Generation Magazine	0.24	0.23	0.05	0.46
Nintendo Power	0.51	0.53	0.25	0.78
Nintendojo	0.23	0.25	0.00	0.46
Nintendophiles	0.30	0.33	0.03	0.56
Official U.S. Playstation Magazine	0.47	0.48	0.30	0.63
Official Xbox Magazine	0.46	0.51	0.05	0.85
Operation Sports	0.29	0.21	-0.08	0.54
PC Gamer	0.46	0.46	0.33	0.59
PC Gameworld	0.46	0.44	0.22	0.77
PSM Magazine	0.70	0.59	0.00	1.29
PSX Nation	0.23	0.24	0.14	0.31
Planet Dreamcast	0.50	0.51	0.27	0.75
Play Magazine	0.49	0.49	0.20	0.89
Playboy	0.23	0.19	-0.21	0.61
Pocket Games	0.54	0.60	0.17	0.87
Quandary	0.27	0.25	-0.12	0.60
Sega X	0.52	0.50	0.19	0.91
Spank!	0.27	0.29	0.15	0.42
Sports Gaming Network	0.46	0.46	0.29	0.62
TeamXbox	0.19	0.19	-0.22	0.56
Thunderbolt	0.29	0.29	0.00	0.56
Total Video Games	0.24	0.24	0.02	0.53
TotalGames.net	0.22	0.22	0.12	0.35
TotalPlayStation	0.27	0.28	-0.17	0.76
Voodoo Extreme	0.43	0.45	-0.07	0.85
XGP Gaming	0.59	0.51	-0.60	1.66
Xbox Exclusive	0.29	0.27	-0.20	0.77
Xbox Nation Magazine	0.50	0.50	0.26	0.77
XenGamers	0.43	0.44	0.25	0.62
Yahoo! Games	0.24	0.24	0.14	0.33
netjak	0.31	0.29	0.04	0.58

Table 34: Model Goodness of Fit (video games)

Model		2000-2001	2002-2003	2004-2005	2006-2007	2008-2009	2010-2011	2012-2013
	N	959	1744	1761	2083	2359	3113	1866
Weighted	RMSE	0.313	0.312	0.336	0.343	0.461	0.458	0.399
	R^2	0.999	0.999	0.999	0.999	0.998	0.997	0.997
Unweighted	RMSE	1.609	1.133	1.009	1.034	0.986	0.943	0.950
	R^2	0.976	0.987	0.987	0.988	0.990	0.989	0.988

Notes: The term N: sample size; RMSE: root mean squared error (average number of points that the model misses by); R^2: unadjusted R-squared measure (fraction of the variation in Metascore explained by the model). Weighted model uses the estimated weights from this paper to predict Metascore. Unweighted model uses an unweighted average of reviewer scores to predict Metascore.

6.2 Tables: Music

Notes, Critics: The term μ_{score}: mean of individual critic score; σ_{score}: standard deviation of individual critic score; Bias: mean reviewer bias (score less Metascore for each work reviewed); σ_{error}: standard deviation of review error (score minus Metascore for each review published by a critic); μ_{MS}: mean of Metascore.

Notes, Results: The term $\hat{w}$: estimated reviewer weight for that subsample ***without taking rounding error into account*** *(2-year period); $\hat{w}_{MED}$: median of estimated reviewer weight* ***when rounding error is accounted for****; CI_L: left endpoint of the 90% confidence interval when rounding error is accounted for; CI_R: right endpoint of the 90% confidence interval when rounding error is accounted for.* ***IMPORTANT: estimated weights $\hat{w}$ and $\hat{w}_{MED}$ are indistinguishable from zero at 90% confidence when CI_L is negative and CI_R is positive.***

Table 35: Critics (music), part 1

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma^2_{error}$
Absolute Punk (Staff reviews)	404	82.73	9.44	9.13	9.13	11.26	88.27
All Music Guide	7004	73.07	11.39	1.46	9.49	1.60	156.54
Almost Cool	363	71.86	9.84	-4.74	8.40	0.39	97.76
Alternative Press	2,172	72.61	15.22	0.47	13.60	1.13	94.62
Amazon.com	416	76.39	10.55	4.02	11.15	4.92	48.78
American Songwriter	458	70.44	11.83	-2.68	10.51	-1.03	92.39
Armchair DJ	43	71.16	14.51	-5.02	12.60	-0.31	56.38
Austin Chronicle	1199	67.14	16.82	-8.02	14.44	-4.33	175.10
BBC Music	1,702	73.85	11.27	1.20	10.05	2.38	112.09
BBC collective	132	73.56	11.80	-1.73	10.68	2.09	131.13
Beats Per Minute (One Thirty BPM)	703	74.06	11.83	-0.28	9.19	2.59	74.72
Billboard	1552	73.87	11.65	3.05	11.63	2.40	107.33
Billboard.com	502	77.22	8.42	6.90	9.26	5.75	150.02
Blender	1675	65.09	14.39	-5.90	12.54	-6.38	173.13
Blurt Magazine	570	73.33	11.76	-0.34	11.07	1.86	78.94
Boston Globe	1173	71.71	12.02	0.40	10.19	0.23	246.33
CDNow	377	70.53	14.96	-0.04	13.65	-0.94	137.45
CMJ	428	74.67	6.78	0.42	7.11	3.20	313.42
Checkout.com	52	73.85	15.36	3.54	11.54	2.38	80.88
Chicago Tribune	258	70.45	17.11	-3.79	12.96	-1.02	151.92
Clash Music	604	72.20	12.52	-0.57	11.44	0.73	87.63
Consequence of Sound	1353	66.53	13.42	-5.06	10.65	-4.94	110.06
Country Weekly	101	74.74	11.28	2.13	10.14	3.27	158.45
CultureDose.net	61	70.00	17.98	-4.69	17.26	-1.47	81.09
DJ Booth	91	74.51	9.69	3.89	9.14	3.03	79.49
Delusions of Adequacy	1134	76.67	13.35	1.47	11.98	5.20	69.28
Dot Music	1371	68.99	15.65	-2.08	12.76	-2.48	108.94
Drawer B	114	62.37	24.65	-12.49	20.17	-9.10	111.13
Drowned In Sound	2468	70.30	14.85	-2.48	12.40	-1.17	155.60
Dusted Magazine	1741	70.22	13.35	-5.11	11.88	-1.25	192.18
E! Online	705	74.91	16.29	5.17	13.99	3.44	176.00
Entertainment Weekly	2703	77.25	13.95	6.48	11.84	5.77	117.56
Exclaim	513	72.50	11.16	-1.30	11.29	1.02	89.10
Expert Witness (MSN Music)	189	90.56	5.02	13.11	8.21	19.08	125.26
Fact Magazine (UK)	170	70.82	13.69	-3.91	13.54	-0.65	93.94
Filter	1,432	75.54	11.30	2.34	10.99	4.07	70.66
Flak Magazine	59	70.00	17.81	-6.22	13.71	-1.47	101.57
HOB.com	97	68.04	13.20	-2.81	11.83	-3.43	77.68
Hartford Courant	467	70.73	12.85	-0.82	10.67	-0.74	110.03
HipHopDX	175	69.54	12.95	-0.97	10.19	-1.93	167.74
Hot Press	450	67.07	17.13	-3.22	14.79	-4.40	88.13
Ink 19	61	66.72	23.29	-5.38	19.62	-4.75	285.70
Ink Blot Magazine	78	82.69	12.55	5.63	12.13	11.22	54.25
Junkmedia	368	71.87	15.98	-2.54	13.80	0.40	288.99
Kerrang!	349	71.46	15.21	0.34	12.63	-0.01	110.72
L.A. Weekly	60	71.50	19.90	-1.88	16.63	0.03	96.37
Launch.com	318	72.57	15.56	0.87	14.74	1.10	102.29
Logo	77	74.81	13.44	0.47	12.33	3.33	162.77
Los Angeles Times	1034	72.52	15.12	1.82	12.35	1.05	109.86
Lost At Sea	560	76.75	12.31	2.36	11.19	5.28	79.09

Table 36: Critics (music), part 2

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma^2_{error}$
MSN Consumer Guide (R. Christgau)	162	86.27	13.56	10.31	12.98	14.80	88.27
MTV.com	66	72.73	19.26	1.56	15.74	1.26	156.54
Magnet	982	70.38	15.82	-3.33	13.74	-1.09	97.76
Metal Hammer (UK)	23	80.00	7.39	8.96	10.70	8.53	94.62
Mixer	102	71.96	12.19	1.50	12.11	0.49	48.78
Mixmag	88	76.59	8.69	4.67	9.44	5.12	92.39
Mojo	3674	70.51	13.87	-2.34	11.62	-0.96	56.38
NOW Magazine	1,671	64.36	17.55	-7.20	15.12	-7.11	175.10
Neumu.net	420	72.36	14.28	-3.60	12.67	0.89	112.09
New Musical Express (NME)	2706	67.46	15.73	-3.94	13.35	-4.01	131.13
New York Magazine (Vulture)	145	65.03	21.70	-9.32	16.98	-6.44	74.72
No Ripcord	1307	69.57	16.67	-4.68	13.66	-1.90	107.33
Nude As The News	131	73.36	14.58	-3.00	12.66	1.89	150.02
Observer Music Monthly	536	73.12	16.26	0.82	14.04	1.64	173.13
Okayplayer	140	85.03	6.97	9.57	6.90	13.56	78.94
Outburn	24	76.67	17.61	2.21	15.80	5.20	246.33
Paste Magazine	1,646	72.86	12.74	-0.48	11.72	1.39	137.45
Pitchfork	5023	68.28	14.24	-4.95	10.78	-3.20	313.42
Planet	31	78.71	8.06	0.42	8.16	7.24	80.88
Playlouder	745	69.87	20.05	-3.29	17.24	-1.61	151.92
PopMatters	5,558	67.35	15.05	-4.85	11.84	-4.12	87.63
Prefix Magazine	1924	69.53	13.36	-3.53	11.28	-1.94	110.06
Pretty Much Amazing	30	74.00	18.24	-1.00	13.04	2.53	158.45
Puncture	12	72.50	16.58	-5.50	13.41	1.03	81.09
Punknews.org (Staff)	19	77.37	6.53	3.89	6.31	5.90	79.49
Q Magazine	4361	64.83	14.77	-6.53	12.73	-6.64	69.28
RapReviews.com	424	75.32	13.13	4.89	12.19	3.85	108.94
Resident Advisor	179	75.20	11.24	-0.22	10.40	3.72	111.13
Resonance	30	77.00	14.66	-0.23	13.79	5.53	155.60
Revolution	9	67.78	13.02	-0.11	15.32	-3.69	192.18
Revolver	125	72.32	11.65	0.14	10.46	0.85	176.00
Rock Sound	249	76.71	10.94	4.49	11.04	5.24	117.56
Rolling Stone	3,166	64.94	12.21	-5.79	10.27	-6.53	89.10
Salon.com	48	71.88	19.09	-3.56	16.87	0.40	125.26
Select	38	58.95	18.57	-12.37	15.53	-12.52	93.94
ShakingThrough.net	448	73.63	10.62	-2.83	8.99	2.15	70.66
Shredding Paper	11	66.36	16.29	-4.91	15.86	-5.11	101.57
Slant Magazine	1,686	63.62	16.14	-8.09	13.51	-7.85	77.68
Sonicnet	255	70.20	13.18	-1.38	11.46	-1.27	110.03
Spin	2767	68.99	13.53	-3.28	11.84	-2.48	167.74
Spin Cycle	94	69.79	16.29	-2.15	14.39	-1.68	88.13
Splendid	707	74.88	14.60	0.54	12.98	3.41	285.70
Sputnikmusic	942	68.88	17.52	-3.93	14.85	-2.59	54.25
Stylus Magazine	1315	68.66	18.97	-4.84	16.18	-2.81	288.99
The A.V. Club	3,042	73.79	15.84	0.55	12.38	2.32	110.72
The Boston Phoenix	981	73.90	15.41	0.10	13.51	2.42	96.37
The Fly (UK)	243	71.19	14.65	-1.66	13.60	-0.28	102.29
The Guardian	2383	67.75	16.36	-4.17	13.23	-3.72	162.77
The Independent (UK)	524	65.65	18.15	-6.52	14.65	-5.82	109.86
The Independent on Sunday (UK)	521	70.46	15.11	-2.12	12.76	-1.01	79.09

Table 37: Critics (music), part 3

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma^2_{error}$
The Line of Best Fit	109	75.96	10.70	2.20	9.68	4.49	98.62
The New York Times	1,201	69.18	12.68	-2.62	10.52	-2.30	117.50
The Observer (UK)	385	63.92	15.54	-8.31	13.32	-7.55	246.49
The Quietus	390	71.31	14.99	-3.52	13.51	-0.16	194.86
The Source	18	74.44	9.84	3.22	9.58	2.97	102.21
The Telegraph (UK)	275	74.29	15.61	1.11	13.49	2.82	183.13
The Wire	728	71.02	13.01	-4.09	12.32	-0.45	168.63
This Is Fake DIY	379	70.77	11.30	-1.50	11.00	-0.71	123.24
Tiny Mix Tapes	1819	67.29	17.35	-6.64	15.16	-4.18	273.83
Trouser Press	150	69.60	16.66	-6.18	15.49	-1.87	278.22
Uncut	4,391	68.74	15.03	-3.58	12.32	-2.73	164.64
Under The Radar	2,731	65.13	13.74	-7.65	12.56	-6.34	216.39
Urb	1021	73.41	13.65	1.09	12.19	1.94	149.85
Vibe	268	67.87	14.55	-1.04	12.52	-3.60	157.95
Village Voice	688	67.83	16.48	-5.75	13.85	-3.64	224.98
Village Voice (Consumer Guide)	206	82.28	16.48	5.56	14.91	10.81	253.29
Wall of Sound	204	73.23	11.34	3.09	10.86	1.75	127.44
XLR8r	182	75.18	10.83	0.55	9.86	3.71	97.49
XXL	108	73.33	11.92	2.74	9.83	1.86	104.14
cokemachineglow	1567	70.81	13.18	-4.31	11.29	-0.66	145.98
musicOMH.com	2405	71.84	14.65	0.08	12.54	0.37	157.19

Table 38: Results (music), 2012-2013, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Absolute Punk (Staff reviews)	0.11	0.11	0.08	0.14
All Music Guide	0.13	0.13	0.12	0.15
Alternative Press	0.16	0.16	0.13	0.19
American Songwriter	0.08	0.08	0.05	0.12
Austin Chronicle	0.15	0.14	0.12	0.17
BBC Music	0.03	0.03	0.00	0.05
Beats Per Minute (formerly One Thirty BPM)	0.11	0.11	0.08	0.14
Billboard.com	0.21	0.21	0.15	0.25
Blurt Magazine	0.03	0.03	0.01	0.05
Boston Globe	0.12	0.12	0.09	0.15
CMJ	0.08	0.08	0.04	0.13
Chicago Tribune	0.16	0.15	0.12	0.20
Clash Music	0.05	0.06	0.03	0.08
Consequence of Sound	0.11	0.11	0.09	0.12
Country Weekly	0.24	0.24	0.19	0.30
DJ Booth	0.09	0.10	0.01	0.18
Delusions of Adequacy	0.14	0.14	0.10	0.18
Drowned In Sound	0.06	0.06	0.04	0.07
Dusted Magazine	0.06	0.06	0.04	0.09
Entertainment Weekly	0.14	0.14	0.11	0.16
Exclaim	-0.02	-0.02	-0.04	-0.01
Expert Witness (MSN Music)	0.23	0.22	0.19	0.26
Fact Magazine (UK)	0.00	0.00	-0.03	0.02
Filter	0.06	0.06	0.03	0.08
HipHopDX	0.10	0.10	0.04	0.16
Kerrang!	0.18	0.18	0.16	0.21
Los Angeles Times	0.20	0.19	0.16	0.23
Magnet	0.14	0.14	0.12	0.17
Metal Hammer (UK)	0.16	0.16	0.08	0.22
Mixmag	0.08	0.08	0.02	0.14
Mojo	0.15	0.15	0.13	0.16
NOW Magazine	0.03	0.03	0.01	0.05
New Musical Express (NME)	0.10	0.10	0.08	0.12
No Ripcord	0.01	0.01	-0.01	0.03
Okayplayer	0.22	0.22	0.17	0.27
Paste Magazine	0.06	0.06	0.04	0.09
Pitchfork	0.14	0.14	0.11	0.16
PopMatters	0.14	0.14	0.12	0.15
Prefix Magazine	0.09	0.09	0.06	0.12
Pretty Much Amazing	0.27	0.28	0.21	0.35
Punknews.org (Staff)	1.00	1.01	0.87	1.12
Q Magazine	0.14	0.14	0.13	0.15
RapReviews.com	0.14	0.14	0.08	0.19
Resident Advisor	0.05	0.06	0.02	0.09
Revolver	0.52	0.52	0.44	0.59
Rock Sound	0.22	0.22	0.17	0.27
Rolling Stone	0.09	0.08	0.06	0.11
Slant Magazine	0.03	0.03	0.01	0.04
Spin	0.05	0.05	0.03	0.07
Sputnikmusic	0.06	0.06	0.04	0.08

Table 39: Results (music), 2012-2013, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
The A.V. Club	0.22	0.22	0.20	0.25
The Boston Phoenix	0.12	0.12	0.09	0.15
The Fly (UK)	0.00	0.00	-0.02	0.03
The Guardian	0.11	0.11	0.09	0.12
The Independent (UK)	0.12	0.12	0.10	0.14
The Independent on Sunday (UK)	0.11	0.11	0.09	0.14
The Line of Best Fit	0.12	0.12	0.07	0.17
The New York Times	0.14	0.14	0.10	0.19
The Observer (UK)	-0.04	-0.04	-0.05	-0.02
The Quietus	-0.03	-0.03	-0.05	-0.01
The Source	0.60	0.58	0.47	0.70
The Telegraph (UK)	0.11	0.12	0.08	0.15
The Wire	0.12	0.12	0.09	0.15
This Is Fake DIY	0.00	0.00	-0.02	0.02
Tiny Mix Tapes	0.01	0.01	-0.01	0.03
Uncut	0.15	0.15	0.13	0.16
Under The Radar	0.01	0.01	0.00	0.03
XLR8r	0.13	0.14	0.09	0.18
XXL	0.12	0.12	0.06	0.19
cokemachineglow	0.13	0.13	0.07	0.20
musicOMH.com	0.08	0.08	0.07	0.10

Table 40: Results (music), 2010-2011, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Absolute Punk (Staff reviews)	0.11	0.11	0.08	0.14
All Music Guide	0.14	0.14	0.13	0.15
Alternative Press	0.13	0.13	0.11	0.15
American Songwriter	0.06	0.06	0.03	0.09
Austin Chronicle	0.10	0.10	0.07	0.12
BBC Music	0.05	0.05	0.03	0.06
Beats Per Minute (formerly One Thirty BPM)	0.15	0.14	0.12	0.18
Billboard.com	0.07	0.07	0.04	0.10
Blurt Magazine	0.07	0.07	0.04	0.10
Boston Globe	0.11	0.11	0.07	0.14
CMJ	0.16	0.15	0.11	0.21
Chicago Tribune	0.08	0.08	0.05	0.11
Clash Music	0.08	0.08	0.05	0.10
Consequence of Sound	0.12	0.11	0.09	0.14
Country Weekly	0.34	0.35	0.27	0.42
DJ Booth	0.20	0.19	0.11	0.28
Delusions of Adequacy	0.11	0.11	0.08	0.15
Dot Music	0.13	0.12	0.10	0.16
Drowned In Sound	0.04	0.04	0.02	0.05
Dusted Magazine	0.07	0.07	0.05	0.09
Entertainment Weekly	0.10	0.10	0.08	0.12
Expert Witness (MSN Music)	0.24	0.24	0.21	0.28
Filter	0.05	0.05	0.02	0.08
Hartford Courant	1.00	1.01	0.89	1.12
HipHopDX	0.20	0.19	0.15	0.25
Hot Press	0.03	0.02	-0.03	0.09
Kerrang!	0.22	0.22	0.19	0.26
Los Angeles Times	0.14	0.14	0.12	0.17
Lost At Sea	0.19	0.19	0.12	0.26
MSN Consumer Guide (Robert Christgau)	0.41	0.41	0.33	0.49
Magnet	0.26	0.25	0.19	0.31
Mojo	0.11	0.11	0.09	0.13
NOW Magazine	0.04	0.04	0.02	0.05
New Musical Express (NME)	0.08	0.08	0.06	0.10
No Ripcord	0.05	0.05	0.03	0.06
Observer Music Monthly	0.77	0.78	0.65	0.89
Okayplayer	0.20	0.19	0.15	0.25
Paste Magazine	0.05	0.05	0.03	0.08
Pitchfork	0.16	0.16	0.14	0.17
PopMatters	0.15	0.16	0.14	0.17
Prefix Magazine	0.03	0.03	0.01	0.05
Q Magazine	0.15	0.15	0.13	0.16
RapReviews.com	0.12	0.12	0.08	0.16
Resident Advisor	0.22	0.22	0.13	0.29
Revolver	0.28	0.29	0.23	0.35
Rock Sound	0.08	0.07	0.04	0.11
Rolling Stone	0.10	0.10	0.08	0.12
Slant Magazine	0.03	0.03	0.02	0.05
Spin	0.02	0.03	0.00	0.05
Sputnikmusic	0.05	0.05	0.04	0.08

Table 41: Results (music), 2010-2011, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
The A.V. Club	0.20	0.19	0.18	0.21
The Boston Phoenix	0.12	0.12	0.10	0.13
The Guardian	0.08	0.08	0.07	0.10
The Independent (UK)	0.10	0.10	0.08	0.13
The Independent on Sunday (UK)	0.13	0.13	0.10	0.16
The New York Times	0.10	0.10	0.07	0.14
The Observer (UK)	0.00	0.01	-0.03	0.04
The Quietus	-0.02	-0.02	-0.06	0.02
The Telegraph (UK)	0.09	0.09	0.06	0.12
The Wire	0.11	0.11	0.08	0.13
This Is Fake DIY	0.90	0.91	0.77	1.05
Tiny Mix Tapes	0.04	0.04	0.02	0.06
Uncut	0.14	0.14	0.13	0.15
Under The Radar	0.01	0.01	0.00	0.03
Urb	0.19	0.19	0.15	0.23
Village Voice	0.31	0.30	0.24	0.36
XLR8r	0.19	0.20	0.14	0.26
XXL	0.24	0.24	0.14	0.32
cokemachineglow	0.01	0.01	-0.02	0.03
musicOMH.com	0.08	0.08	0.06	0.10

Table 42: Results (music), 2008-2009, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
All Music Guide	0.12	0.12	0.11	0.14
Almost Cool	0.11	0.10	0.05	0.16
Alternative Press	0.13	0.13	0.11	0.14
Amazon.com	0.36	0.36	0.30	0.42
Austin Chronicle	0.10	0.10	0.08	0.11
BBC Music	0.78	0.78	0.69	0.87
Billboard	0.01	0.01	-0.01	0.02
Billboard.com	0.06	0.06	0.04	0.08
Blender	0.06	0.06	0.04	0.07
Boston Globe	0.08	0.08	0.07	0.09
Chicago Tribune	0.33	0.33	0.27	0.39
Delusions of Adequacy	0.14	0.14	0.12	0.16
Dot Music	0.07	0.07	0.06	0.08
Drowned In Sound	0.04	0.04	0.03	0.05
Dusted Magazine	0.06	0.06	0.04	0.08
Entertainment Weekly	0.10	0.10	0.08	0.11
Filter	0.05	0.05	0.03	0.07
Hartford Courant	0.09	0.09	0.07	0.10
Hot Press	0.03	0.03	0.02	0.04
Los Angeles Times	0.11	0.11	0.10	0.13
Lost At Sea	0.08	0.08	0.06	0.11
MSN Consumer Guide (Robert Christgau)	0.16	0.16	0.14	0.18
Magnet	0.15	0.15	0.12	0.17
Mojo	0.11	0.11	0.10	0.12
NOW Magazine	0.02	0.02	0.01	0.03
New Musical Express (NME)	0.09	0.09	0.07	0.10
New York Magazine (Vulture)	1.00	1.00	0.88	1.09
No Ripcord	0.05	0.05	0.04	0.07
Observer Music Monthly	0.09	0.09	0.07	0.10
Paste Magazine	0.04	0.03	0.02	0.05
Pitchfork	0.13	0.13	0.12	0.14
PopMatters	0.12	0.12	0.11	0.13
Prefix Magazine	0.06	0.06	0.04	0.07
Q Magazine	0.09	0.09	0.09	0.10
RapReviews.com	0.04	0.04	0.02	0.06
Rolling Stone	0.10	0.11	0.09	0.12
Slant Magazine	0.04	0.04	0.03	0.05
Spin	0.02	0.02	0.01	0.03
Sputnikmusic	0.03	0.03	0.02	0.04
The A.V. Club	0.15	0.15	0.14	0.16
The Boston Phoenix	0.09	0.09	0.08	0.10
The Guardian	0.08	0.08	0.06	0.09
The New York Times	0.07	0.07	0.05	0.09
The Wire	0.20	0.20	0.17	0.25
Tiny Mix Tapes	0.03	0.03	0.02	0.04
Uncut	0.11	0.11	0.10	0.12
Under The Radar	0.03	0.03	0.02	0.03
Urb	0.13	0.13	0.11	0.15
Vibe	0.24	0.24	0.18	0.27
Village Voice	0.09	0.09	0.07	0.12

Table 43: Results (music), 2008-2009, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
cokemachineglow	-0.01	-0.01	-0.02	0.01
musicOMH.com	0.05	0.05	0.04	0.06

Table 44: Results (music), 2006-2007, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
All Music Guide	0.27	0.27	0.25	0.29
Almost Cool	0.03	0.04	-0.05	0.13
Alternative Press	0.33	0.33	0.30	0.36
Amazon.com	0.06	0.06	0.02	0.10
Austin Chronicle	0.25	0.25	0.22	0.28
BBC collective	0.22	0.21	0.15	0.27
Billboard	0.01	0.01	-0.02	0.04
Blender	0.12	0.12	0.09	0.16
Boston Globe	0.26	0.26	0.22	0.31
Delusions of Adequacy	0.13	0.13	0.09	0.17
Dot Music	0.18	0.18	0.15	0.21
Drawer B	0.54	0.52	0.44	0.63
Drowned In Sound	0.12	0.12	0.09	0.15
Dusted Magazine	0.15	0.14	0.12	0.18
E! Online	0.14	0.13	0.09	0.18
Entertainment Weekly	0.24	0.24	0.21	0.27
Filter	0.20	0.20	0.17	0.24
Hartford Courant	0.26	0.26	0.21	0.30
Hot Press	0.17	0.18	0.13	0.22
Los Angeles Times	0.32	0.33	0.28	0.36
Lost At Sea	0.18	0.18	0.14	0.22
MSN Consumer Guide (Robert Christgau)	0.56	0.56	0.49	0.64
Magnet	0.37	0.37	0.31	0.41
Mojo	0.30	0.30	0.27	0.33
NOW Magazine	0.07	0.07	0.05	0.08
Neumu.net	0.60	0.60	0.50	0.70
New Musical Express (NME)	0.20	0.21	0.18	0.23
New York Magazine (Vulture)	1.00	1.00	0.87	1.17
No Ripcord	0.17	0.17	0.10	0.22
Observer Music Monthly	0.29	0.29	0.26	0.32
Paste Magazine	0.03	0.03	0.00	0.07
Pitchfork	0.32	0.32	0.29	0.35
Playlouder	0.22	0.22	0.20	0.24
PopMatters	0.32	0.32	0.30	0.35
Prefix Magazine	0.14	0.13	0.12	0.17
Q Magazine	0.27	0.28	0.26	0.30
RapReviews.com	0.06	0.06	0.02	0.12
Rolling Stone	0.23	0.23	0.20	0.26
ShakingThrough.net	0.18	0.18	0.07	0.28
Slant Magazine	0.11	0.12	0.09	0.14
Spin	0.09	0.09	0.07	0.12
Sputnikmusic	0.04	0.04	0.00	0.08
Stylus Magazine	0.23	0.23	0.21	0.25
The A.V. Club	0.40	0.40	0.36	0.43
The Boston Phoenix	0.25	0.25	0.20	0.30
The Guardian	0.19	0.20	0.17	0.22
The New York Times	0.19	0.19	0.15	0.24
The Wire	0.42	0.42	0.33	0.49
Tiny Mix Tapes	0.12	0.12	0.10	0.15
Trouser Press	0.16	0.16	0.08	0.23

Table 45: Results (music), 2006-2007, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Uncut	0.32	0.31	0.29	0.34
Under The Radar	0.08	0.08	0.05	0.10
Urb	0.31	0.32	0.28	0.35
Vibe	0.16	0.17	0.12	0.21
Village Voice	0.24	0.24	0.21	0.27
Village Voice (Consumer Guide)	0.74	0.72	0.64	0.82
cokemachineglow	0.03	0.03	-0.01	0.06
musicOMH.com	0.13	0.12	0.10	0.15

Table 46: Results (music), 2004-2005, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
All Music Guide	0.19	0.19	0.17	0.21
Almost Cool	0.09	0.09	0.04	0.13
Alternative Press	0.24	0.24	0.23	0.26
Amazon.com	0.09	0.09	0.05	0.13
Austin Chronicle	0.16	0.16	0.13	0.19
Billboard	0.03	0.03	0.01	0.06
Blender	0.09	0.09	0.07	0.11
Delusions of Adequacy	0.13	0.13	0.11	0.15
Dot Music	0.14	0.14	0.11	0.16
Drawer B	0.11	0.11	0.08	0.14
Drowned In Sound	0.09	0.09	0.07	0.12
Dusted Magazine	0.13	0.12	0.10	0.15
E! Online	0.09	0.08	0.07	0.11
Entertainment Weekly	0.14	0.14	0.13	0.16
Filter	0.17	0.18	0.14	0.20
Flak Magazine	0.38	0.39	0.33	0.45
Junkmedia	0.10	0.10	0.08	0.12
Launch.com	0.40	0.40	0.32	0.51
Logo	0.33	0.33	0.29	0.37
Los Angeles Times	0.23	0.23	0.20	0.27
Lost At Sea	0.13	0.13	0.09	0.16
Magnet	0.23	0.23	0.20	0.26
Mojo	0.23	0.23	0.21	0.25
Neumu.net	0.19	0.20	0.16	0.24
New Musical Express (NME)	0.19	0.19	0.17	0.20
New York Magazine (Vulture)	0.31	0.31	0.26	0.35
No Ripcord	0.16	0.16	0.12	0.21
Paste Magazine	0.04	0.05	0.01	0.07
Pitchfork	0.16	0.15	0.14	0.17
Planet	1.00	1.00	0.88	1.12
Playlouder	0.16	0.16	0.14	0.18
PopMatters	0.24	0.24	0.22	0.25
Prefix Magazine	0.09	0.10	0.07	0.12
Q Magazine	0.22	0.22	0.20	0.23
RapReviews.com	0.08	0.07	0.03	0.12
Rolling Stone	0.16	0.16	0.14	0.18
ShakingThrough.net	-0.01	-0.01	-0.04	0.03
Slant Magazine	0.15	0.15	0.11	0.18
Spin	0.26	0.26	0.24	0.28
Splendid	0.13	0.12	0.11	0.15
Stylus Magazine	0.16	0.16	0.15	0.18
The A.V. Club	0.22	0.22	0.20	0.24
The Guardian	0.17	0.16	0.15	0.18
The New York Times	0.14	0.14	0.11	0.17
The Wire	0.29	0.29	0.25	0.35
Tiny Mix Tapes	0.09	0.09	0.08	0.10
Trouser Press	0.14	0.14	0.09	0.19
Uncut	0.26	0.26	0.24	0.27
Under The Radar	0.06	0.07	0.04	0.08
Urb	0.24	0.24	0.21	0.27

Table 47: Results (music), 2004-2005, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Vibe	0.21	0.21	0.16	0.27
Village Voice	0.20	0.20	0.18	0.23
Village Voice (Consumer Guide)	0.35	0.35	0.31	0.39
cokemachineglow	0.03	0.04	0.01	0.06
musicOMH.com	0.14	0.14	0.11	0.17

Table 48: Results (music), 2002-2003, part 1

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
All Music Guide	0.23	0.22	0.21	0.25
Almost Cool	-0.01	0.00	-0.09	0.08
Alternative Press	0.25	0.25	0.22	0.27
Amazon.com	0.14	0.14	0.09	0.20
Austin Chronicle	0.18	0.18	0.15	0.21
Billboard	0.02	0.01	-0.02	0.05
Blender	0.17	0.17	0.15	0.19
CDNow	0.07	0.08	0.04	0.13
CultureDose.net	0.07	0.07	0.02	0.12
Delusions of Adequacy	0.18	0.18	0.13	0.23
Dot Music	0.18	0.19	0.16	0.22
Drawer B	0.13	0.13	0.10	0.17
Drowned In Sound	0.20	0.19	0.14	0.25
Dusted Magazine	0.26	0.26	0.22	0.30
E! Online	0.12	0.12	0.09	0.14
Entertainment Weekly	0.13	0.13	0.11	0.16
Filter	0.36	0.36	0.30	0.43
Flak Magazine	0.23	0.23	0.16	0.31
Ink 19	0.19	0.19	0.16	0.22
Ink Blot Magazine	0.40	0.39	0.28	0.47
Junkmedia	0.15	0.15	0.11	0.20
Launch.com	0.08	0.08	0.05	0.11
Logo	0.77	0.77	0.63	0.91
Magnet	0.27	0.27	0.23	0.30
Mixer	0.26	0.26	0.20	0.32
Mojo	0.25	0.25	0.23	0.29
Neumu.net	0.12	0.12	0.08	0.15
New Musical Express (NME)	0.24	0.24	0.20	0.28
New York Magazine (Vulture)	0.22	0.22	0.17	0.26
No Ripcord	0.20	0.20	0.15	0.26
Nude As The News	0.27	0.28	0.22	0.37
Outburn	0.34	0.34	0.24	0.42
Pitchfork	0.16	0.16	0.14	0.19
Playlouder	0.15	0.15	0.12	0.17
PopMatters	0.26	0.26	0.23	0.28
Q Magazine	0.23	0.23	0.21	0.26
Resonance	1.00	1.01	0.86	1.16
Rolling Stone	0.22	0.22	0.19	0.25
Salon.com	0.25	0.24	0.16	0.35
ShakingThrough.net	0.12	0.12	0.06	0.16
Spin	0.26	0.26	0.23	0.31
Splendid	0.18	0.18	0.16	0.21
Stylus Magazine	0.15	0.15	0.12	0.17
The A.V. Club	0.26	0.26	0.23	0.29
The Guardian	0.19	0.19	0.14	0.24
The Wire	0.22	0.22	0.18	0.26
Trouser Press	0.21	0.21	0.15	0.28
Uncut	0.25	0.25	0.23	0.27
Under The Radar	0.09	0.08	0.04	0.14
Urb	0.31	0.31	0.26	0.35

Table 49: Results (music), 2002-2003, part 2

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Vibe	0.35	0.34	0.26	0.42
Village Voice	0.19	0.18	0.14	0.23
Village Voice (Consumer Guide)	0.36	0.36	0.30	0.42

Table 50: Results (music), 2000-2001

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
All Music Guide	0.48	0.48	0.45	0.52
Almost Cool	0.10	0.10	-0.06	0.26
Alternative Press	0.44	0.45	0.38	0.50
Armchair DJ	0.10	0.09	-0.04	0.21
Austin Chronicle	0.34	0.34	0.18	0.50
Billboard	0.12	0.12	0.06	0.17
Blender	0.28	0.28	0.22	0.35
CDNow	0.13	0.13	0.10	0.18
Checkout.com	0.36	0.34	0.24	0.45
Dot Music	0.33	0.33	0.27	0.39
Drawer B	0.68	0.67	0.43	0.91
E! Online	0.18	0.17	0.08	0.25
Entertainment Weekly	0.35	0.35	0.30	0.40
HOB.com	0.08	0.08	0.00	0.17
Ink Blot Magazine	0.22	0.24	0.14	0.32
L.A. Weekly	0.56	0.57	0.49	0.63
Launch.com	0.11	0.10	0.05	0.17
MTV.com	0.43	0.42	0.36	0.50
Magnet	0.47	0.47	0.42	0.54
Mixer	0.40	0.40	0.20	0.59
Mojo	0.50	0.50	0.44	0.56
Neumu.net	0.17	0.17	0.10	0.24
New Musical Express (NME)	0.47	0.47	0.42	0.53
New York Magazine (Vulture)	0.54	0.54	0.46	0.61
Nude As The News	0.29	0.30	0.20	0.39
Pitchfork	0.30	0.29	0.26	0.34
Playlouder	0.31	0.31	0.22	0.40
PopMatters	0.53	0.54	0.49	0.60
Puncture	1.00	1.02	0.82	1.23
Q Magazine	0.46	0.46	0.41	0.50
Resonance	0.42	0.42	0.24	0.55
Revolver	0.90	0.90	0.73	1.08
Rolling Stone	0.37	0.38	0.33	0.44
Salon.com	0.08	0.09	0.00	0.21
Select	0.48	0.47	0.39	0.55
Shredding Paper	0.33	0.34	0.18	0.52
Sonicnet	0.41	0.41	0.35	0.47
Spin	0.44	0.44	0.39	0.49
Spin Cycle	0.15	0.14	0.09	0.21
Splendid	0.35	0.35	0.28	0.44
The A.V. Club	0.47	0.47	0.42	0.52
The Wire	0.49	0.49	0.42	0.56
Trouser Press	0.17	0.18	0.07	0.29
Uncut	0.51	0.49	0.42	0.57
Urb	0.62	0.63	0.44	0.79
Vibe	0.79	0.81	0.58	1.04
Village Voice	0.37	0.37	0.30	0.45
Village Voice (Consumer Guide)	0.65	0.64	0.54	0.72
Wall of Sound	0.41	0.40	0.32	0.48

Table 51: Model Goodness of Fit (music)

Model		2000-2001	2002-2003	2004-2005	2006-2007	2008-2009	2010-2011	2012-2013
	N	457	721	845	900	1639	2175	1823
Weighted	RMSE	2.173	2.286	2.102	2.013	1.893	1.986	2.131
	R^2	0.942	0.928	0.938	0.937	0.941	0.931	0.905
Unweighted	RMSE	2.256	2.418	2.336	2.632	2.527	2.491	2.732
	R^2	0.929	0.912	0.917	0.887	0.889	0.891	0.835

Notes: The term N: sample size; RMSE: root mean squared error (average number of points that the model misses by); R^2: unadjusted R-squared measure (fraction of the variation in Metascore explained by the model). Weighted model uses the estimated weights from this paper to predict Metascore. Unweighted model uses an unweighted average of reviewer scores to predict Metascore.

6.3 Tables: Film

Notes, Critics: The term μ_{score}: mean of individual critic score; σ_{score}: standard deviation of individual critic score; Bias: mean reviewer bias (score less Metascore for each work reviewed); σ_{error}: standard deviation of review error (score minus Metascore for each review published by a critic); μ_{MS}: mean of Metascore.

Notes, Results: The term $\hat{w}$: estimated reviewer weight for that subsample ***without taking rounding error into account*** *(2-year period); $\hat{w}_{MED}$: median of estimated reviewer weight* ***when rounding error is accounted for****; CI_L: left endpoint of the 90% confidence interval when rounding error is accounted for; CI_R: right endpoint of the 90% confidence interval when rounding error is accounted for.* ***IMPORTANT: estimated weights $\hat{w}$ and $\hat{w}_{MED}$ are indistinguishable from zero at 90% confidence when CI_L is negative and CI_R is positive.***

Table 52: Critics (film), part 1

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma^2_{error}$
Arizona Republic	423	66.60	17.13	7.74	10.95	10.90	179.80
Austin Chronicle	3,155	52.69	24.43	-2.96	14.88	-3.01	230.12
Baltimore Sun	1,763	62.98	22.27	5.08	16.71	7.28	305.09
Boston Globe	3,514	62.17	19.81	5.08	13.66	6.47	212.27
Boxoffice Magazine	538	61.12	19.74	4.38	16.71	5.42	298.48
Charlotte Observer	1,209	63.58	19.66	4.80	15.47	7.89	262.33
Chicago Reader	3,304	58.27	20.70	0.71	15.04	2.58	226.68
Chicago Sun-Times	2,599	71.14	20.38	12.68	14.80	15.45	248.60
Chicago Tribune	3,098	65.27	19.84	7.73	13.74	9.58	306.82
Christian Science Monitor	2,222	67.15	21.57	5.81	16.52	11.46	306.82
Dallas Observer	1,145	58.31	21.43	1.77	15.76	2.61	251.50
Empire	1,399	63.19	18.26	3.69	13.52	7.49	196.32
Entertainment Weekly	3,373	64.90	22.97	9.10	16.35	9.20	350.16
Film Threat	1,867	59.54	22.38	2.21	18.92	3.84	362.75
Film.com	545	52.21	25.21	0.70	15.12	-3.49	229.11
L.A. Weekly	2,756	56.23	22.02	2.15	14.82	0.53	224.19
Los Angeles Times	3,976	62.63	21.48	6.65	14.28	6.93	248.18
Miami Herald	2,244	60.86	19.18	3.17	13.89	5.16	202.88
Movie Nation	9	60.00	14.87	1.78	12.73	4.30	165.10
Movieline	424	65.93	16.83	8.30	13.68	10.24	256.17
Mr. Showbiz	492	56.21	23.02	4.27	17.67	0.51	330.59
NPR	447	65.49	18.42	4.52	11.81	9.80	159.91
New Orleans Times-Picayune	309	67.24	18.38	4.76	15.27	11.54	255.85
New Times (L.A.)	536	57.89	25.03	2.94	18.06	2.20	334.67
New York Daily News	3,845	57.55	19.50	1.69	14.32	1.86	207.83
New York Magazine (Vulture)	1,146	63.34	19.78	-1.02	14.14	7.65	200.87
New York Observer	189	55.63	27.77	-4.05	26.67	-0.07	727.91
New York Post	4,155	55.89	23.03	-0.05	17.23	0.19	297.02
Newsweek	508	69.98	21.13	4.86	12.43	14.28	178.19
Orlando Sentinel	271	60.01	18.77	4.88	11.94	4.32	166.44
Philadelphia Inquirer	2,600	67.61	17.16	9.42	12.42	11.91	243.14
Portland Oregonian	2,228	66.78	19.65	6.71	13.49	11.08	226.99
Premiere	1,002	64.60	21.56	6.36	15.29	8.90	274.20
ReelViews	1,688	64.41	17.11	7.55	13.44	8.71	237.69
Rolling Stone	1,625	64.10	24.12	4.55	14.67	8.40	236.00
Salon.com	2,044	61.24	22.62	1.71	15.82	5.55	253.33
San Francisco Chronicle	3,609	61.23	24.07	3.89	19.16	5.53	382.22
San Francisco Examiner	205	58.82	23.63	5.49	17.29	3.12	329.05
Seattle Post-Intelligencer	2,327	65.85	19.36	8.30	15.69	10.15	315.10
Slant Magazine	467	50.89	22.82	-6.21	18.78	-4.80	391.11
Slate	1,068	61.13	21.54	-0.91	15.45	5.44	239.57
St. Louis Post-Dispatch	500	69.06	16.53	7.82	12.83	13.37	225.76
TNT RoughCut	123	51.83	26.65	1.15	20.83	-3.87	435.25
TV Guide	3,371	58.66	17.30	3.28	13.87	2.97	203.07
Tampa Bay Times	259	66.04	23.78	6.59	18.25	10.34	376.53
The A.V. Club	3,288	58.58	21.12	1.89	13.81	2.88	194.20
The Globe and Mail (Toronto)	2,291	58.96	17.62	1.86	12.68	3.26	164.30
The Guardian	117	59.32	20.67	-2.68	14.68	3.62	222.78
The Hollywood Reporter	2,803	60.92	18.45	5.45	13.52	5.23	212.53
The New Republic	300	65.43	19.46	-3.76	16.46	9.74	285.11

Table 53: Critics (film), part 2

Critic	Reviews	μ_{score}	σ_{score}	$Bias$	σ_{error}	$\mu_{score} - \mu_{MS}$	$Bias^2 + \sigma_{error}^2$
The New York Times	4,504	58.04	21.91	2.28	13.22	2.35	180.09
The New Yorker	823	63.80	19.80	-2.69	14.84	8.11	227.52
The Playlist	105	61.65	27.23	4.29	20.16	5.95	424.96
Time	940	66.30	21.41	3.88	15.71	10.60	261.79
Time Out New York	866	53.46	20.13	-3.74	15.68	-2.23	259.80
Total Film	147	63.27	17.52	3.90	12.29	7.57	166.28
USA Today	2,182	62.45	18.04	7.38	12.20	6.76	203.34
Variety	4,205	59.58	19.13	4.16	13.29	3.89	193.81
Village Voice	4,105	53.45	21.49	-4.19	15.16	-2.24	247.51
Wall Street Journal	1,567	58.45	25.96	-3.04	16.77	2.75	290.38
Washington Post	4,111	58.12	24.26	0.68	16.85	2.43	284.34
indieWIRE	136	75.32	14.65	9.26	12.90	19.62	252.33

Table 54: Results (film), 2012-2013

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Arizona Republic	0.25	0.25	0.18	0.32
Austin Chronicle	0.42	0.42	0.38	0.45
Boston Globe	0.20	0.20	0.16	0.24
Boxoffice Magazine	-0.09	-0.09	-0.13	-0.05
Charlotte Observer	0.64	0.64	0.57	0.72
Chicago Reader	0.66	0.67	0.62	0.73
Chicago Sun-Times	0.18	0.19	0.15	0.23
Chicago Tribune	0.47	0.47	0.41	0.52
Christian Science Monitor	0.40	0.40	0.35	0.46
Empire	0.25	0.25	0.19	0.29
Entertainment Weekly	0.18	0.18	0.15	0.21
Los Angeles Times	0.59	0.58	0.55	0.62
Miami Herald	0.37	0.38	0.33	0.42
Movieline	-0.14	-0.14	-0.18	-0.09
NPR	0.08	0.09	0.03	0.14
New Orleans Times-Picayune	0.35	0.35	0.30	0.41
New York Daily News	0.55	0.55	0.53	0.58
New York Magazine (Vulture)	0.45	0.45	0.39	0.51
New York Observer	0.19	0.19	0.15	0.23
New York Post	0.41	0.42	0.39	0.44
Philadelphia Inquirer	-0.11	-0.12	-0.16	-0.05
Portland Oregonian	0.16	0.16	0.09	0.21
ReelViews	-0.19	-0.20	-0.24	-0.14
Rolling Stone	1.00	1.00	0.94	1.05
Salon.com	0.67	0.67	0.62	0.71
San Francisco Chronicle	0.34	0.34	0.31	0.36
Slant Magazine	0.21	0.21	0.19	0.24
Slate	0.07	0.07	0.01	0.15
St. Louis Post-Dispatch	0.20	0.20	0.15	0.25
Tampa Bay Times	0.19	0.19	0.15	0.22
The A.V. Club	0.56	0.56	0.53	0.59
The Globe and Mail (Toronto)	0.20	0.20	0.16	0.24
The Guardian	0.59	0.59	0.54	0.64
The Hollywood Reporter	0.13	0.12	0.09	0.16
The New York Times	0.49	0.48	0.45	0.52
The New Yorker	0.63	0.62	0.57	0.69
The Playlist	0.25	0.25	0.22	0.29
Time	0.24	0.24	0.19	0.29
Time Out New York	0.27	0.28	0.24	0.32
Total Film	0.02	0.03	-0.03	0.09
USA Today	-0.06	-0.06	-0.11	-0.01
Variety	0.06	0.07	0.03	0.11
Village Voice	0.36	0.36	0.33	0.39
Wall Street Journal	0.77	0.76	0.72	0.80
Washington Post	0.44	0.45	0.41	0.48
indieWIRE	0.37	0.37	0.31	0.42

Table 55: Results (film), 2010-2011

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Arizona Republic	0.09	0.08	0.04	0.12
Austin Chronicle	0.70	0.70	0.67	0.73
Boston Globe	0.33	0.32	0.29	0.35
Boxoffice Magazine	0.09	0.10	0.07	0.12
Charlotte Observer	0.63	0.64	0.57	0.69
Chicago Reader	0.32	0.32	0.28	0.34
Chicago Sun-Times	0.35	0.34	0.31	0.38
Chicago Tribune	0.15	0.15	0.12	0.20
Christian Science Monitor	0.30	0.30	0.26	0.35
Empire	-0.01	-0.01	-0.04	0.03
Entertainment Weekly	0.09	0.09	0.07	0.11
L.A. Weekly	1.00	0.99	0.91	1.07
Los Angeles Times	0.22	0.21	0.18	0.24
Miami Herald	0.21	0.21	0.17	0.25
Movieline	0.06	0.07	0.04	0.09
NPR	0.35	0.35	0.30	0.40
New Orleans Times-Picayune	-0.01	-0.01	-0.05	0.03
New York Daily News	0.38	0.38	0.35	0.41
New York Magazine (Vulture)	0.67	0.68	0.64	0.72
New York Observer	0.21	0.21	0.18	0.24
New York Post	0.26	0.26	0.24	0.28
Orlando Sentinel	0.22	0.22	0.17	0.26
Philadelphia Inquirer	0.00	0.00	-0.04	0.03
Portland Oregonian	0.22	0.22	0.18	0.26
Premiere	0.87	0.87	0.81	0.92
ReelViews	-0.11	-0.11	-0.15	-0.07
Rolling Stone	0.78	0.78	0.74	0.81
Salon.com	0.51	0.51	0.48	0.54
San Francisco Chronicle	0.26	0.26	0.23	0.27
Slant Magazine	0.17	0.17	0.15	0.20
Slate	0.35	0.35	0.31	0.40
St. Louis Post-Dispatch	0.03	0.02	-0.01	0.06
Tampa Bay Times	0.25	0.25	0.23	0.29
The A.V. Club	0.37	0.37	0.34	0.40
The Globe and Mail (Toronto)	0.35	0.36	0.32	0.39
The Hollywood Reporter	-0.04	-0.05	-0.07	-0.02
The New York Times	0.49	0.49	0.47	0.52
The New Yorker	0.51	0.51	0.46	0.55
Time	0.23	0.23	0.19	0.27
Time Out New York	0.25	0.25	0.23	0.28
USA Today	0.09	0.09	0.05	0.12
Variety	0.09	0.09	0.07	0.12
Village Voice	0.31	0.31	0.28	0.33
Wall Street Journal	0.85	0.85	0.82	0.89
Washington Post	0.30	0.30	0.27	0.33
indieWIRE	0.62	0.62	0.54	0.69

Table 56: Results (film), 2008-2009

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Arizona Republic	1.00	0.98	0.92	1.02
Austin Chronicle	0.13	0.13	0.12	0.14
Baltimore Sun	0.07	0.07	0.06	0.08
Boston Globe	0.05	0.04	0.03	0.05
Charlotte Observer	0.13	0.14	0.12	0.15
Chicago Reader	0.06	0.07	0.06	0.08
Chicago Sun-Times	0.05	0.05	0.04	0.06
Chicago Tribune	0.06	0.05	0.04	0.06
Christian Science Monitor	0.06	0.07	0.06	0.08
Dallas Observer	0.75	0.80	0.76	0.85
Empire	-0.02	-0.02	-0.04	-0.01
Entertainment Weekly	0.04	0.03	0.03	0.04
Film Threat	0.04	0.04	0.03	0.05
L.A. Weekly	0.08	0.07	0.06	0.09
Los Angeles Times	0.08	0.08	0.07	0.09
Miami Herald	0.08	0.10	0.08	0.11
NPR	0.13	0.11	0.09	0.14
New Orleans Times-Picayune	0.08	0.08	0.06	0.10
New York Daily News	0.08	0.09	0.09	0.10
New York Magazine (Vulture)	0.16	0.14	0.13	0.15
New York Post	0.08	0.09	0.08	0.09
Newsweek	0.43	0.39	0.36	0.42
Philadelphia Inquirer	-0.04	-0.04	-0.05	-0.03
Portland Oregonian	0.00	0.00	-0.01	0.02
Premiere	0.08	0.07	0.06	0.08
ReelViews	-0.07	-0.07	-0.08	-0.06
Rolling Stone	0.20	0.20	0.18	0.21
Salon.com	0.14	0.13	0.12	0.14
San Francisco Chronicle	0.05	0.06	0.05	0.06
Seattle Post-Intelligencer	0.01	0.01	0.00	0.02
Slate	0.07	0.06	0.05	0.08
St. Louis Post-Dispatch	0.05	0.04	0.02	0.06
TV Guide	0.03	0.04	0.03	0.05
The A.V. Club	0.09	0.10	0.09	0.11
The Globe and Mail (Toronto)	0.06	0.06	0.06	0.07
The Hollywood Reporter	-0.01	0.00	-0.01	0.00
The New York Times	0.09	0.09	0.08	0.09
The New Yorker	0.14	0.14	0.12	0.15
Time	0.12	0.12	0.11	0.13
Time Out New York	0.05	0.05	0.04	0.07
USA Today	-0.01	-0.01	-0.02	0.00
Variety	0.02	0.02	0.01	0.03
Village Voice	0.11	0.12	0.11	0.12
Wall Street Journal	0.18	0.19	0.18	0.20
Washington Post	0.07	0.06	0.05	0.07

Table 57: Results (film), 2006-2007

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Austin Chronicle	0.52	0.52	0.50	0.53
Baltimore Sun	0.22	0.22	0.20	0.24
Boston Globe	0.08	0.08	0.07	0.10
Charlotte Observer	0.24	0.24	0.22	0.27
Chicago Reader	0.23	0.23	0.21	0.25
Chicago Sun-Times	0.18	0.18	0.16	0.20
Chicago Tribune	0.22	0.22	0.20	0.24
Christian Science Monitor	0.23	0.23	0.21	0.25
Dallas Observer	1.00	1.00	0.93	1.06
Empire	-0.02	-0.02	-0.04	0.01
Entertainment Weekly	0.18	0.18	0.17	0.20
Film Threat	0.20	0.20	0.18	0.22
L.A. Weekly	0.30	0.30	0.28	0.32
Los Angeles Times	0.19	0.18	0.17	0.20
Miami Herald	0.16	0.16	0.13	0.19
New York Daily News	0.17	0.17	0.15	0.19
New York Magazine (Vulture)	0.49	0.50	0.47	0.52
New York Post	0.18	0.18	0.17	0.19
Newsweek	0.83	0.82	0.78	0.87
Philadelphia Inquirer	0.05	0.05	0.04	0.08
Portland Oregonian	0.11	0.11	0.08	0.13
Premiere	0.22	0.22	0.21	0.25
ReelViews	-0.13	-0.14	-0.16	-0.11
Rolling Stone	0.67	0.66	0.64	0.70
Salon.com	0.43	0.43	0.40	0.45
San Francisco Chronicle	0.14	0.14	0.13	0.16
Seattle Post-Intelligencer	0.01	0.01	-0.01	0.03
Slate	0.36	0.36	0.33	0.40
TV Guide	0.06	0.06	0.04	0.07
The A.V. Club	0.27	0.27	0.25	0.28
The Globe and Mail (Toronto)	0.21	0.21	0.19	0.24
The Hollywood Reporter	-0.06	-0.06	-0.08	-0.04
The New Republic	0.96	0.97	0.90	1.03
The New York Times	0.29	0.29	0.27	0.30
The New Yorker	0.49	0.49	0.46	0.52
Time	0.57	0.56	0.53	0.60
USA Today	0.03	0.03	0.00	0.06
Variety	0.08	0.08	0.05	0.09
Village Voice	0.24	0.24	0.22	0.26
Wall Street Journal	0.71	0.71	0.69	0.74
Washington Post	0.30	0.30	0.28	0.32

Table 58: Results (film), 2004-2005

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Austin Chronicle	0.77	0.77	0.76	0.80
Baltimore Sun	0.32	0.32	0.30	0.34
Boston Globe	0.32	0.32	0.31	0.34
Charlotte Observer	0.44	0.44	0.42	0.47
Chicago Reader	0.28	0.28	0.26	0.30
Chicago Sun-Times	0.00	0.00	-0.02	0.02
Chicago Tribune	0.16	0.16	0.14	0.19
Christian Science Monitor	0.34	0.34	0.32	0.35
Dallas Observer	0.17	0.17	0.16	0.20
Empire	0.16	0.16	0.14	0.19
Entertainment Weekly	0.18	0.18	0.16	0.20
Film Threat	0.15	0.15	0.13	0.16
L.A. Weekly	0.43	0.43	0.41	0.45
Los Angeles Times	0.08	0.08	0.06	0.09
Miami Herald	0.36	0.36	0.34	0.39
New York Daily News	0.29	0.29	0.27	0.31
New York Magazine (Vulture)	0.77	0.77	0.72	0.81
New York Post	0.35	0.35	0.33	0.36
Newsweek	1.00	1.01	0.96	1.05
Philadelphia Inquirer	-0.06	-0.06	-0.09	-0.04
Portland Oregonian	0.15	0.15	0.13	0.17
Premiere	0.21	0.21	0.19	0.23
ReelViews	0.11	0.11	0.08	0.14
Rolling Stone	0.72	0.72	0.70	0.74
Salon.com	0.42	0.42	0.40	0.45
San Francisco Chronicle	0.19	0.20	0.18	0.21
Seattle Post-Intelligencer	0.01	0.01	-0.01	0.03
Slate	0.79	0.79	0.76	0.82
TV Guide	0.08	0.08	0.06	0.10
The A.V. Club	0.39	0.39	0.38	0.42
The Globe and Mail (Toronto)	0.14	0.14	0.12	0.17
The Hollywood Reporter	-0.03	-0.03	-0.06	-0.01
The New Republic	0.66	0.65	0.62	0.70
The New York Times	0.51	0.51	0.49	0.53
The New Yorker	0.96	0.96	0.92	1.00
Time	0.55	0.55	0.50	0.60
USA Today	-0.13	-0.13	-0.16	-0.10
Variety	0.12	0.12	0.10	0.14
Village Voice	0.43	0.43	0.42	0.45
Wall Street Journal	0.80	0.80	0.78	0.82
Washington Post	0.52	0.52	0.50	0.53

Table 59: Results (film), 2002-2003

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Austin Chronicle	0.57	0.57	0.56	0.59
Baltimore Sun	0.24	0.24	0.21	0.26
Boston Globe	0.12	0.12	0.10	0.14
Charlotte Observer	0.42	0.42	0.39	0.45
Chicago Reader	0.27	0.27	0.25	0.29
Chicago Sun-Times	0.08	0.08	0.06	0.10
Chicago Tribune	0.14	0.14	0.12	0.16
Christian Science Monitor	0.34	0.34	0.33	0.36
Dallas Observer	0.22	0.22	0.19	0.24
Empire	0.61	0.62	0.56	0.66
Entertainment Weekly	0.14	0.14	0.13	0.16
Film Threat	0.02	0.02	0.01	0.04
L.A. Weekly	0.35	0.35	0.33	0.36
Los Angeles Times	0.18	0.18	0.17	0.19
Miami Herald	0.25	0.25	0.22	0.28
New Times (L.A.)	0.36	0.36	0.34	0.39
New York Daily News	0.17	0.17	0.15	0.19
New York Magazine (Vulture)	0.63	0.63	0.59	0.67
New York Post	0.29	0.29	0.27	0.31
Newsweek	1.00	1.00	0.95	1.05
Philadelphia Inquirer	-0.14	-0.14	-0.16	-0.11
Portland Oregonian	0.10	0.09	0.07	0.13
Premiere	0.35	0.35	0.32	0.38
ReelViews	-0.09	-0.09	-0.13	-0.06
Rolling Stone	0.69	0.69	0.66	0.72
Salon.com	0.37	0.38	0.36	0.40
San Francisco Chronicle	0.17	0.17	0.16	0.19
Seattle Post-Intelligencer	-0.02	-0.02	-0.04	0.00
Slate	0.70	0.70	0.67	0.73
TV Guide	0.05	0.05	0.03	0.07
The A.V. Club	0.40	0.40	0.38	0.41
The Globe and Mail (Toronto)	0.04	0.04	0.01	0.06
The Hollywood Reporter	0.24	0.24	0.20	0.29
The New Republic	0.67	0.67	0.63	0.70
The New York Times	0.43	0.43	0.41	0.45
The New Yorker	0.85	0.85	0.81	0.89
Time	0.45	0.45	0.41	0.48
USA Today	0.03	0.03	-0.01	0.06
Variety	0.08	0.08	0.07	0.10
Village Voice	0.41	0.41	0.39	0.43
Wall Street Journal	0.64	0.64	0.61	0.65
Washington Post	0.37	0.37	0.35	0.38

Table 60: Results (film), 2000-2001

Critic	$\hat{w}$	$\hat{w}_{MED}$	CI_L	CI_R
Austin Chronicle	0.12	0.12	0.11	0.12
Baltimore Sun	0.05	0.05	0.04	0.06
Boston Globe	0.00	0.00	-0.01	0.01
Charlotte Observer	0.11	0.11	0.10	0.12
Chicago Reader	0.06	0.06	0.05	0.07
Chicago Sun-Times	0.04	0.04	0.04	0.05
Chicago Tribune	0.07	0.07	0.06	0.08
Christian Science Monitor	0.09	0.09	0.09	0.10
Dallas Observer	0.11	0.11	0.10	0.13
Entertainment Weekly	0.05	0.05	0.05	0.06
Film Threat	0.12	0.12	0.10	0.14
Film.com	0.07	0.07	0.06	0.08
L.A. Weekly	0.09	0.09	0.08	0.10
Los Angeles Times	0.04	0.04	0.04	0.05
Miami Herald	0.01	0.01	0.00	0.02
Mr. Showbiz	0.07	0.07	0.07	0.08
New Times (L.A.)	0.09	0.09	0.08	0.10
New York Daily News	0.06	0.06	0.05	0.07
New York Magazine (Vulture)	0.27	0.27	0.25	0.29
New York Post	0.01	0.01	0.00	0.02
Newsweek	0.20	0.20	0.18	0.21
Philadelphia Inquirer	-0.01	-0.01	-0.02	-0.01
Portland Oregonian	0.05	0.05	0.04	0.05
ReelViews	1.00	1.01	0.96	1.04
Rolling Stone	0.13	0.13	0.12	0.14
Salon.com	0.12	0.12	0.11	0.12
San Francisco Chronicle	0.03	0.03	0.02	0.03
San Francisco Examiner	0.06	0.06	0.05	0.08
Seattle Post-Intelligencer	0.03	0.03	0.02	0.04
Slate	0.11	0.11	0.10	0.12
TNT RoughCut	0.08	0.08	0.07	0.09
TV Guide	-0.01	-0.01	-0.02	0.00
The A.V. Club	0.80	0.79	0.76	0.83
The New York Times	0.12	0.12	0.12	0.13
The New Yorker	0.56	0.56	0.54	0.60
Time	0.10	0.10	0.09	0.11
USA Today	-0.06	-0.06	-0.07	-0.05
Variety	0.09	0.09	0.08	0.10
Village Voice	0.11	0.11	0.10	0.12
Wall Street Journal	0.21	0.21	0.20	0.22
Washington Post	0.14	0.14	0.13	0.14

Table 61: Model Goodness of Fit (film)

Model		2000-2001	2002-2003	2004-2005	2006-2007	2008-2009	2010-2011	2012-2013
	N	729	799	893	857	661	479	313
Weighted	RMSE	3.009	2.676	2.351	2.295	2.112	2.057	2.218
	R^2	0.959	0.963	0.97	0.969	0.976	0.974	0.969
Unweighted	RMSE	4.554	4.488	4.298	3.989	4.156	4.061	4.139
	R^2	0.897	0.876	0.881	0.893	0.885	0.882	0.875

Notes: The term N: sample size; RMSE: root mean squared error (average number of points that the model misses by); R^2: unadjusted R-squared measure (fraction of the variation in Metascore explained by the model). Weighted model uses the estimated weights from this paper to predict Metascore. Unweighted model uses an unweighted average of reviewer scores to predict Metascore.

7 Figures

7.1 Figures: Video Games

*Notes: In all figures the **red solid line** is the linear least-squares best fit line. It is meant to be suggestive of the pattern and is not a theoretical prediction. Each blue X is a data point (critic). In Figures 10, 16, and 22 the **green solid line** is the set of critic weight and review quality pairs consistent with the theoretical model presented in this paper. Insofar as the data do not lie around the green line, the estimated weights are not consistent with the theory (which says that the weights are chosen optimally to maximize the signal quality of the resulting aggregate score).*

Figure 1: Weight vs. Review Quality (video games)

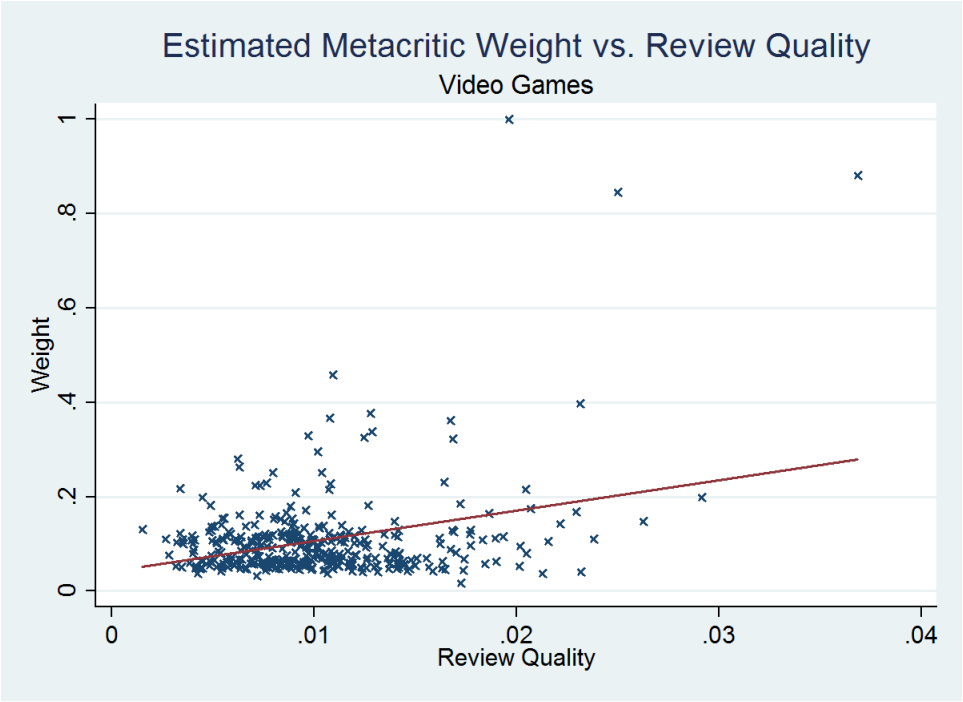


Figure 2: Weight vs. Alexa Rank (video games)

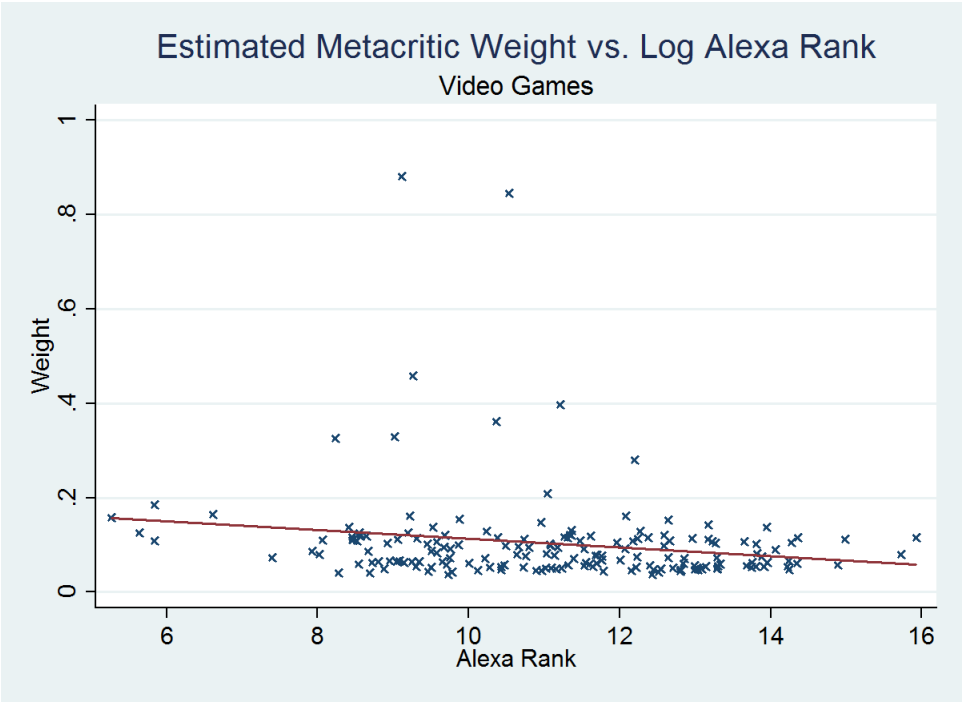


Figure 3: Weight vs. Age (video games)

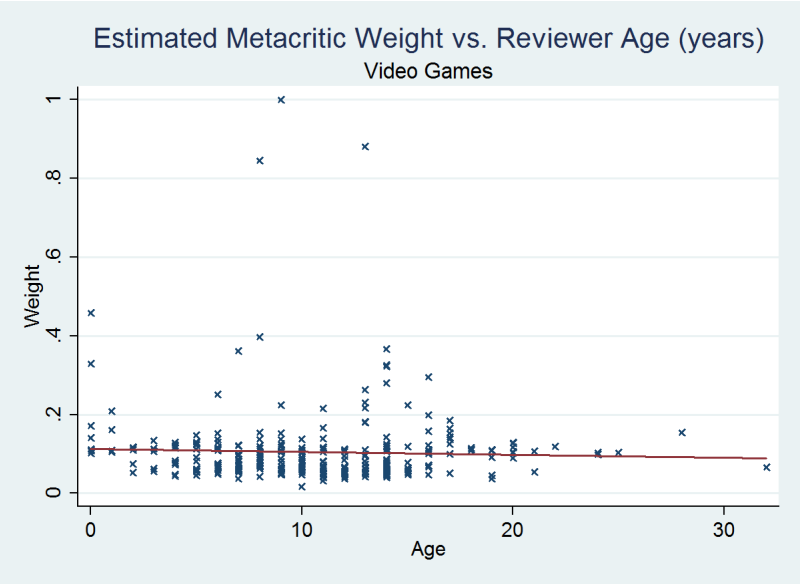


Figure 4: Weight vs. Founding Date (video games)

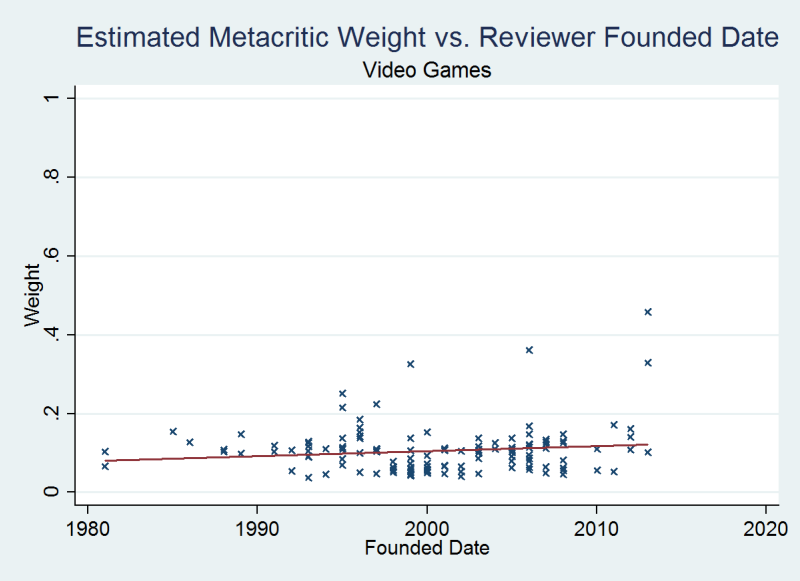


Figure 5: Weight vs. Review Length (video games)

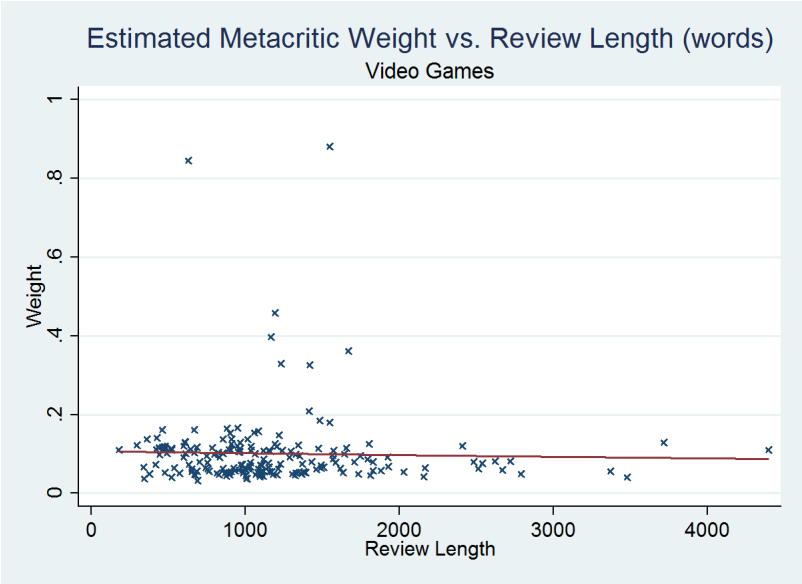


Figure 6: Weight vs. Reviews (video games)

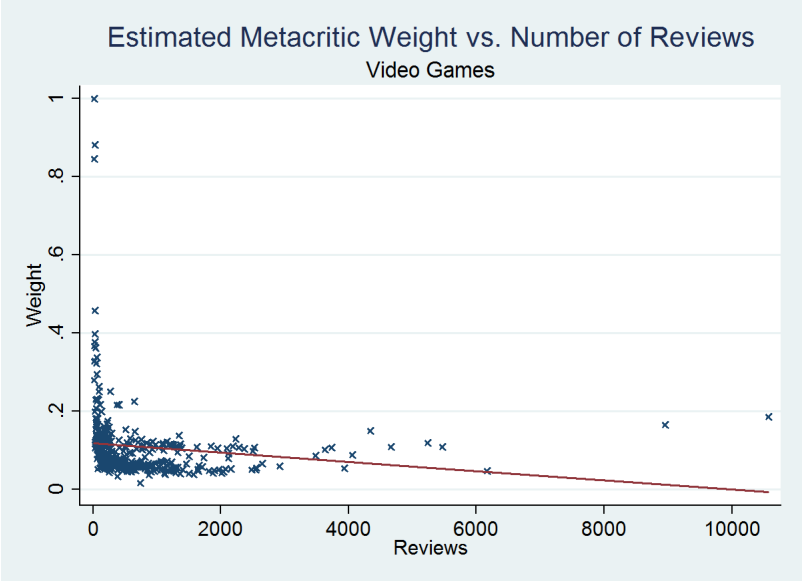


Figure 7: Weight vs. Bias (video games)

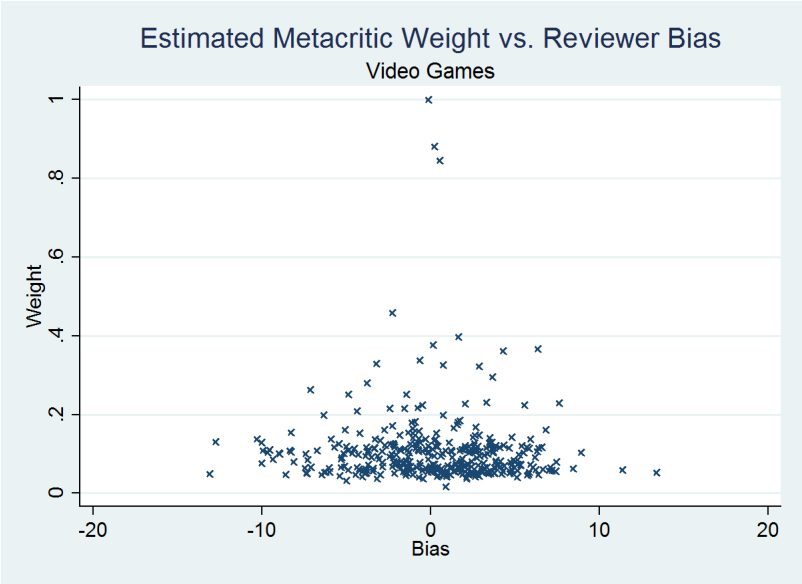


Figure 8: Weight vs. Error (video games)

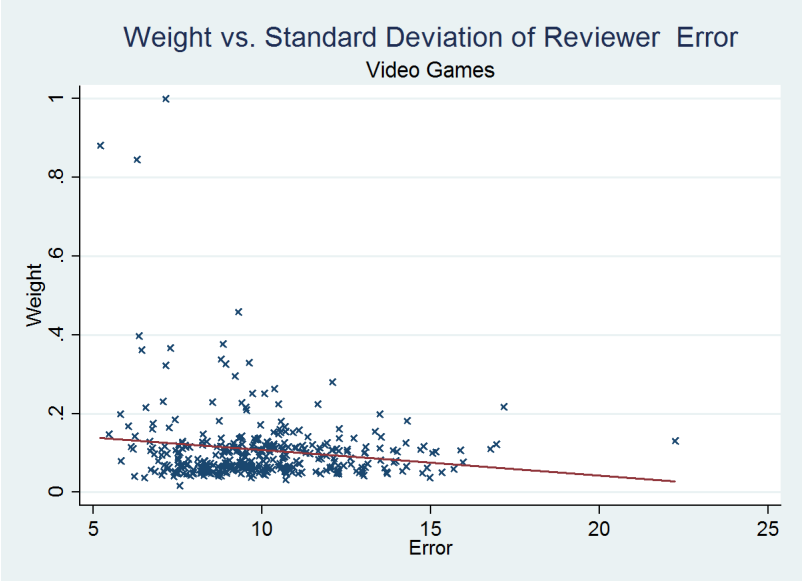


Figure 9: Weight vs. Bias plus Error (video games)

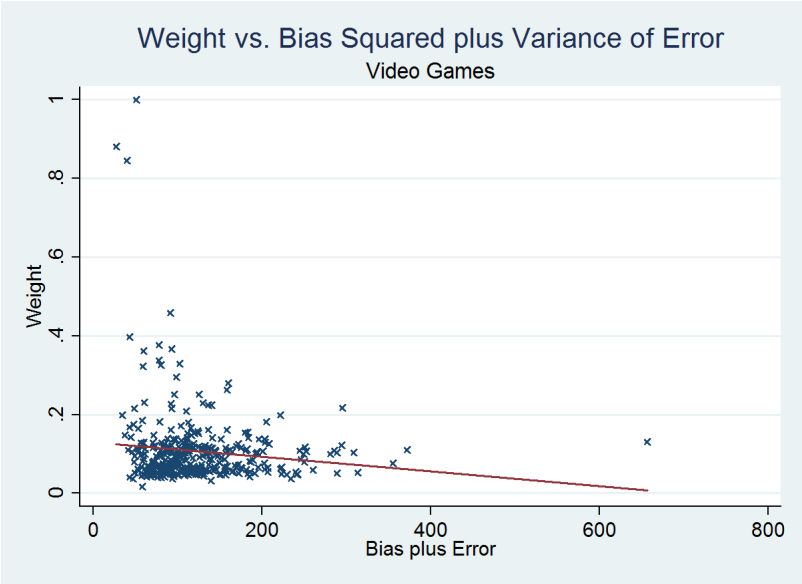
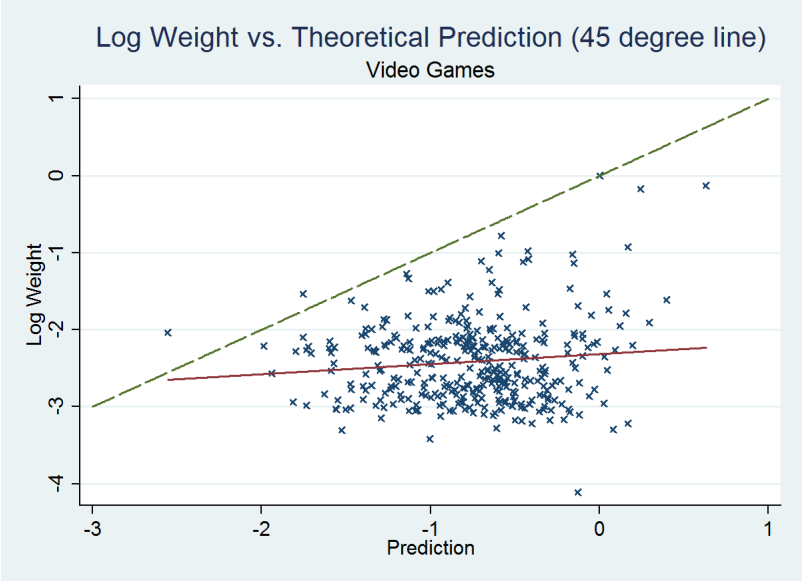


Figure 10: Actual Weight vs. Predicted Weight (video games)



7.2 Figures: Music

Figure 11: Weight vs. Review Quality (music)

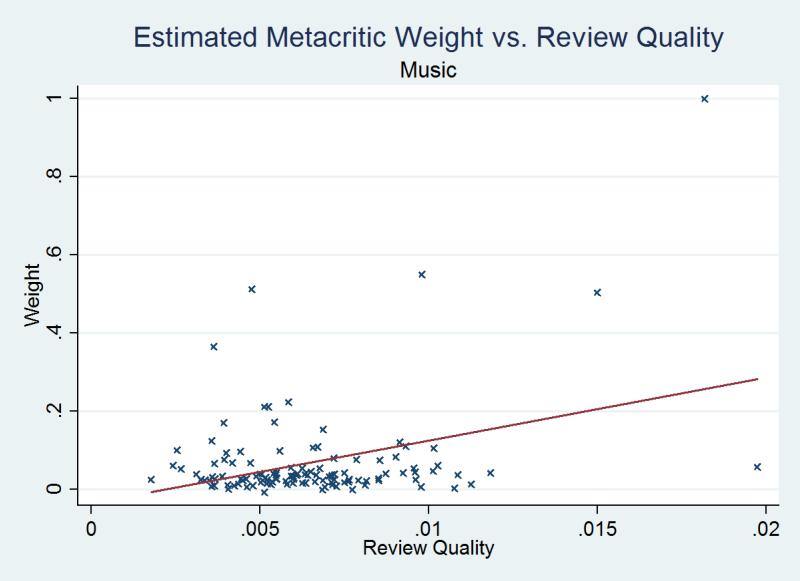


Figure 12: Weight vs. Reviews (music)

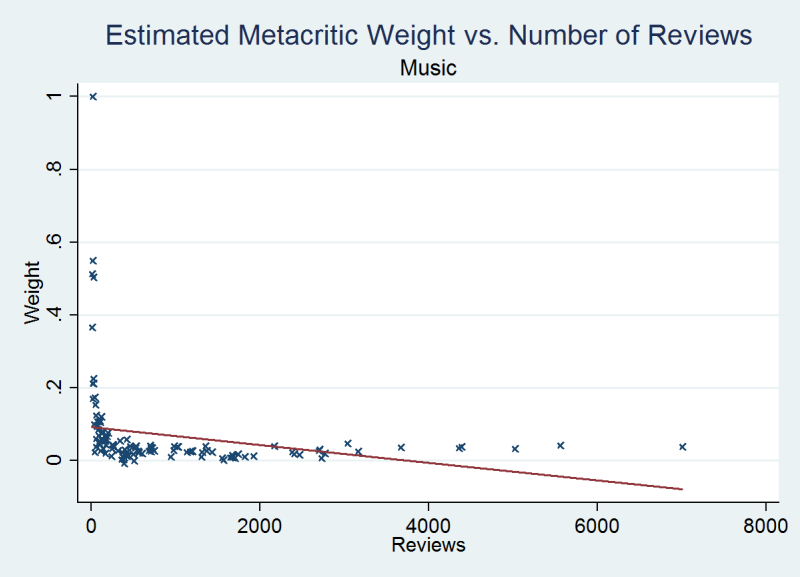


Figure 13: Weight vs. Bias (music)

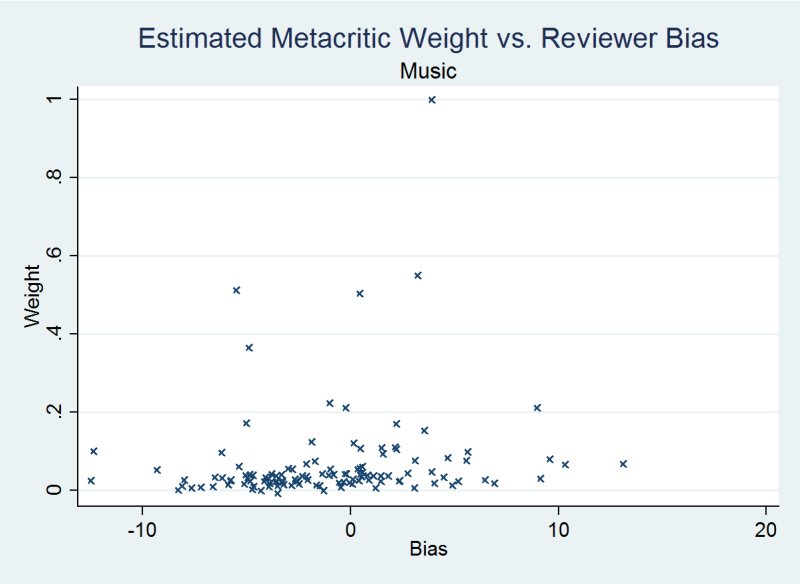


Figure 14: Weight vs. Error (music)

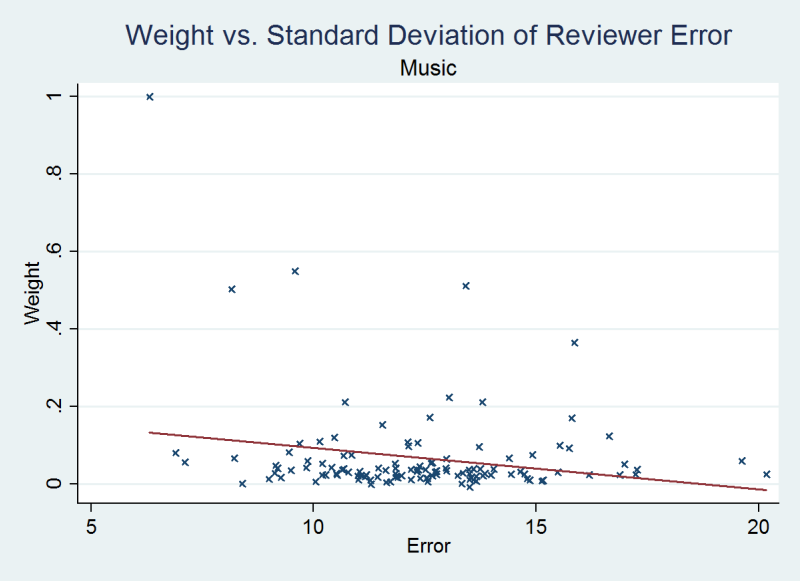


Figure 15: Weight vs. Bias plus Error (music)

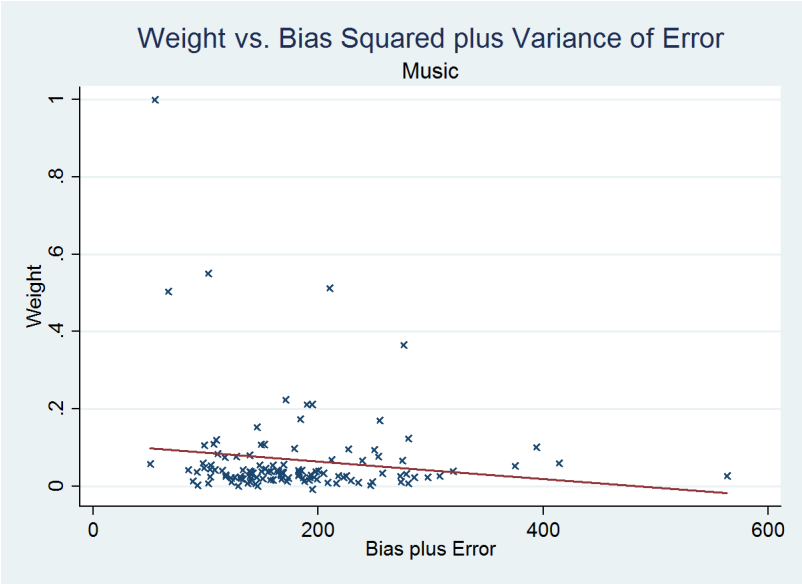
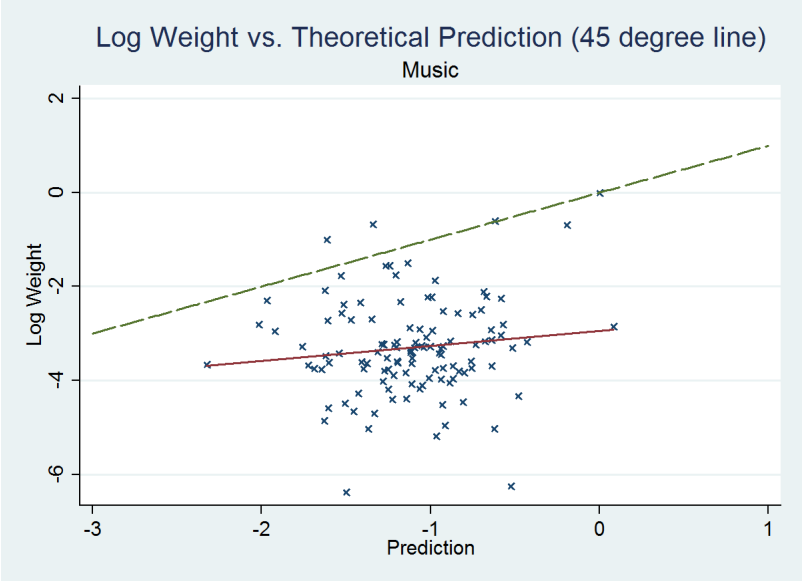


Figure 16: Actual Weight vs. Predicted Weight (music)



7.3 Figures: Film

Figure 17: Weight vs. Review Quality (film)

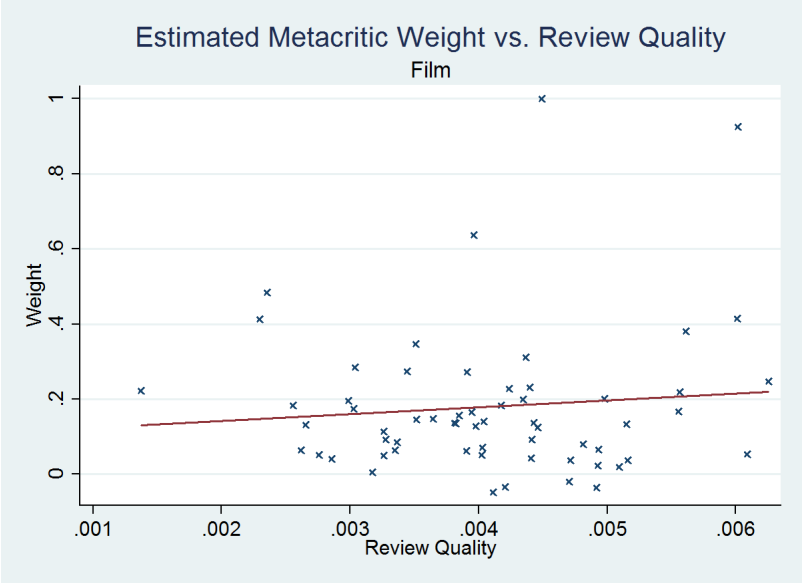


Figure 18: Weight vs. Reviews (film)

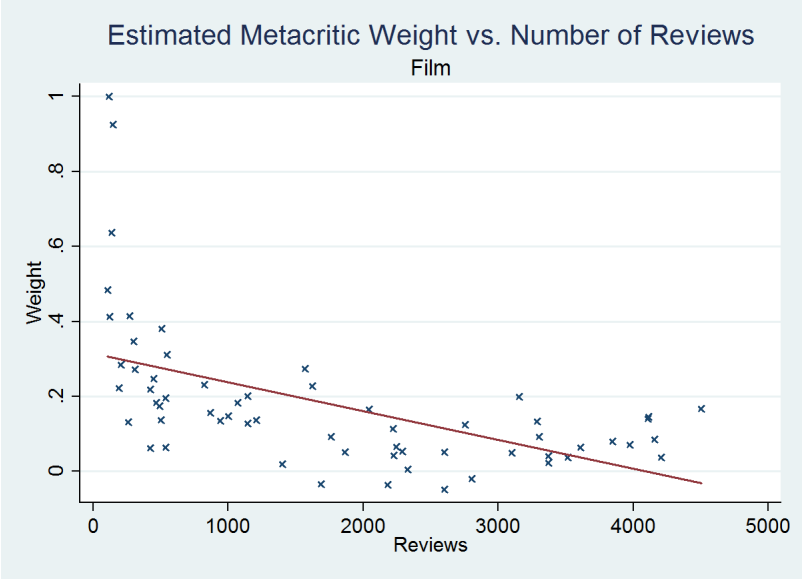


Figure 19: Weight vs. Bias (film)

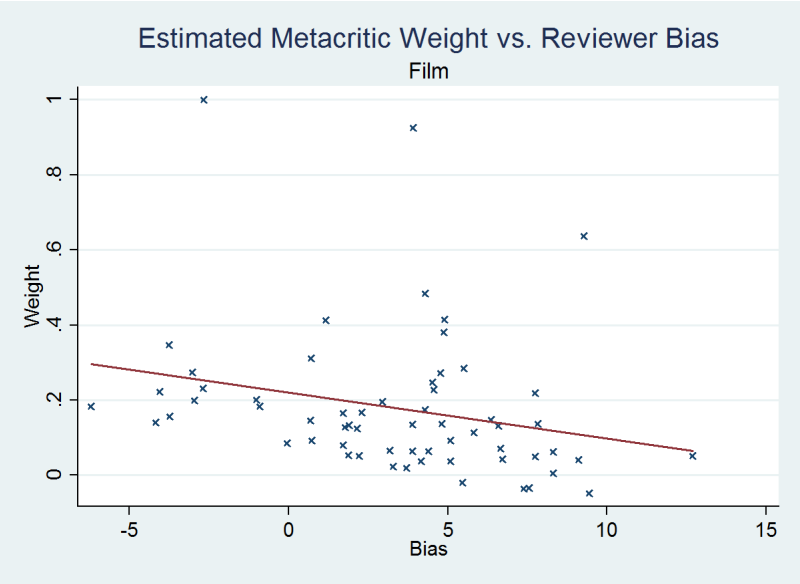


Figure 20: Weight vs. Error (film)

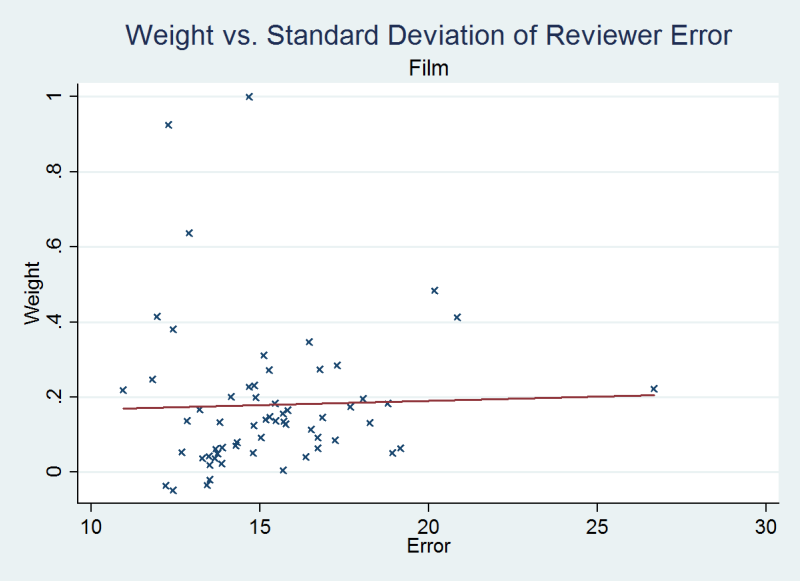


Figure 21: Weight vs. Bias plus Error (film)

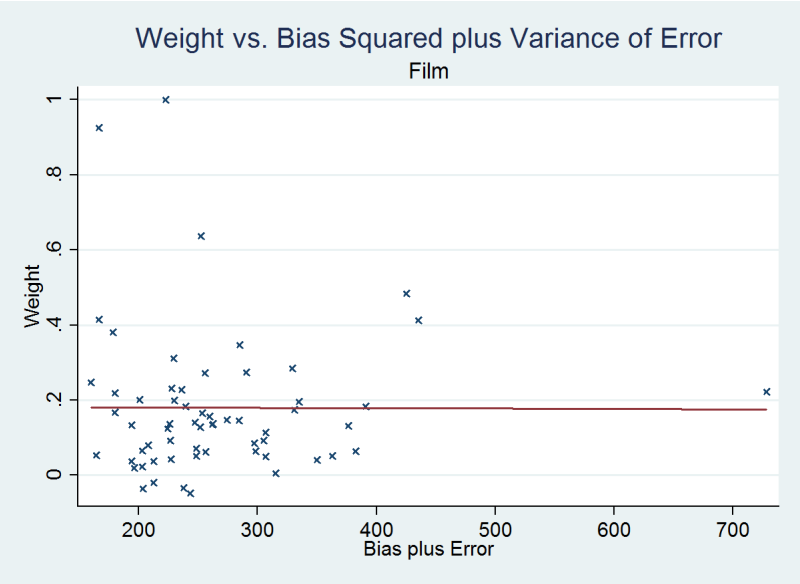


Figure 22: Actual Weight vs. Predicted Weight (film)

