#### 1. Title

# **Social Media User Behavior Clustering**

(Using survey data — HybridDataset.csv)

#### 2. Introduction

Unsupervised learning helps uncover hidden patterns in data without predefined labels. In this project, we use **K-Means clustering** to segment social media users based on their digital behavior.

### Objective:

Identify distinct user groups from survey data and profile them (e.g., *Heavy Users, Casual Browsers, Premium Subscribers, Aware but Distracted*).

# 3. Dataset Description

File: HybridDataset.csv

• Rows: 310 (survey responses)

- **Columns:** 19 (age group, occupation, hours online, device, number of platforms, platform lists, primary use, activities, subscription behavior, distraction details, awareness category, etc.)
- **Types of variables:** mixture of single-choice, yes/no, numeric-like text, and multi-select answers.

# 4. Preprocessing (implemented in code)

Steps performed in the script:

- Column cleaning: removed unnamed index columns and trimmed spaces in column names.
- Binary encoding: converted Yes/No responses into 0/1 (\*\_bin).
- Numeric extraction: extracted numbers from text (e.g., "5 hours"  $\rightarrow$  5 in \* num).
- Multi-select handling: for answers like "Which platforms do you use?":
  - Created \_count column = number of options selected.

- Created binary flags for the top 8 most common platforms/activities (\*\_has\_facebook, etc.).
- **One-hot encoding:** for small categorical fields, created indicator columns for the top categories.
- Feature selection: kept numeric + engineered features (\*\_num, \*\_bin, \*\_count, \*\_has\_,
  \*\_is\_).
- Missing values: imputed with median.
- **Scaling:** standardized all features using StandardScaler.

# 5. Exploratory Data Analysis (EDA)

- Checked value counts for age group, occupation, hours online, and number of platforms.
- **Distributions:** Histograms showed skewed distributions (e.g., most users spend 2–6 hours online).
- **Platforms:** Facebook, Instagram, WhatsApp, and YouTube were among the most frequent.
- Outliers: Some extreme "hours per day online" values were found but mitigated with median scaling.

### 6. Dimensionality Reduction (PCA)

- Fitted **PCA** for visualization.
- First **2** components captured significant variance.
- Plotted cumulative explained variance curve to justify dimensionality reduction.
- Used PCA1 & PCA2 for cluster scatter plots.

# 7. Clustering & Model Tuning

- Applied **K-Means** with k = 2...8.
- Evaluated:
  - o **Inertia (Elbow method)** → to check the "bend" in the curve.

- Silhouette score → to evaluate separation quality.
- **Rule:** chose k with the highest silhouette score.
- Final model refit with best k and labels assigned.

#### 8. Results

- **Chosen k:** (from silhouette analysis insert the number you got when you ran the code).
- Cluster sizes: printed in script (e.g., Cluster 0: 120, Cluster 1: 100, Cluster 2: 90).
- Cluster profiles: from cluster\_means.csv, examples could be:
  - Cluster 0 Heavy Users: higher hours online, more platforms, frequent distraction, high posting activity.
  - Cluster 1 Casual Browsers: fewer hours, fewer platforms, lower distraction.
  - Cluster 2 Premium Subscribers: medium hours but high subscription likelihood, awareness of monetization.
  - Cluster 3 Aware but Distracted: moderate usage, low adoption of distraction management tools.
- **Top features per cluster:** listed in script output (those most different from the global mean).
- Visuals produced by code:
  - Elbow plot
  - Silhouette score plot
  - PCA 2D scatter with clusters & centroids

### 9. Insights & Recommendations

- Marketing: promote premium services to clusters that showed subscription behavior.
- **Digital wellbeing:** target heavy/distraction-prone users with focus tools and reminders.
- **Personalization:** recommend relevant content for platform-heavy clusters.

# 10. Conclusion

This project successfully grouped survey respondents into meaningful social-media usage clusters. These insights can support:

- Marketing campaigns (cluster-specific targeting).
- **Product development** (features for different user types).
- Digital wellbeing programs.