1. INTRODUCTION

1.1

OVERVIEW:

Social Media is widely used for Communication, networking and information Sharing. Social media enables people to Connect with others, share upolates and stay informed about various topics. As of upolate in september 2021, social media usage is wide spread, with billions of users globally.

The frequency of use varies among inclividuals and demographics. Many people check their social media accounts daily. However these patterns can change overtime due to evolving trends, platform popularity, and inclividual preferences.

For the most current statistics, over 4 billion people globally were using social media. The project we made, helpos to know how often a social media. feature has been used for a particular year.

PURPOSE

Our project focuses on the usage of social media. We gothered data of how often a social media feature 15 being used.

We used different Visualizations and created dashboards that visualises number of Id's that were engaged in a social media platform, number of hastags that were used, number of tweets or retweets, replies and etc for a particular year.

02. LIJERAJURE SURVEY

a. Existing problems

like connecting people globally, facilitating communication, providing a platform for enabling quick information dissemination and etc.

The the other hand social media faces many challenges and problems which effects the user and its working structure. Major social media challenges are privacy concerns, misinformation spread, cyberbullying and excessive use and comparison to etc.

major and many more problems are still being faced but in low scale and Bots etc.

b. Proposed Solutions

Combatting problems in online networking or oligital platforms involves a combination of technological, educational, and policy-driven solutions.

Platforms can refine their algorithms to identify and limit the spread of false informations, leveraging AI to get detect and flag misleading content.

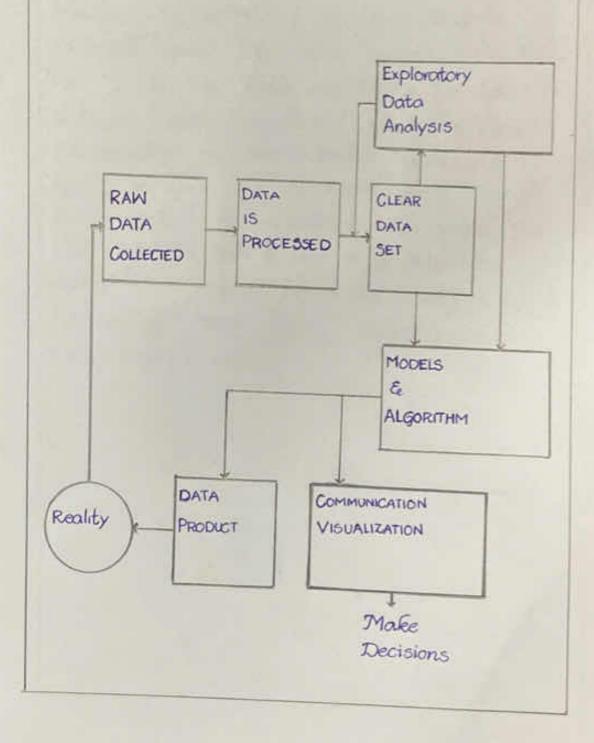
Providing users with more granular control over their privacy settings, allowing them to manage who sees their personal data.

offering features that enable users to curate their feeds, customis e content pereferences & filter out unwanted content, giving them more control over their online experience.

Implementing these solutions requires a concerted effort from social media platforms, users, educators, and policymakers to create a more positive & secure online environment.

03. JHEORIJICAL SURVEY

a. Block DIAGRAM



b. HARDWARE / SOFTWARE DESIGNING

The hardware and software requirements for a social media project can vary based on its scale and specific features. There a data analytics project on social media, you'll need a robust infrastructure to handle large datasets and perform complex analyses. Here are the general hardware and software requirements:

Hardware Requirements:

1. Highsperformance servers:

joowerful servers or cloud-based instances copoable of handling large-scale data processing and analysis.

2. storage:

Considerable storage capacity to store historical and real-time social media data

3. Parallel processing: If dealing with massive datasets, consider hardware that supports parallel processing to speed up.

RESULI

The result section will allive into the specific findings we eve uncovered during our internship.

It will include a summery of the insights gained from our data visualization and analytics work.

ADVANJAGES & DISADVANJAGES

1 Enhanced content Moderation

Advantage: Reduces the spread of harmful content, create a safer online environment.

Disadvantage: Challenges in distinguishing Context can lead to over-moderation or under-moderation.

2 User Education Programs

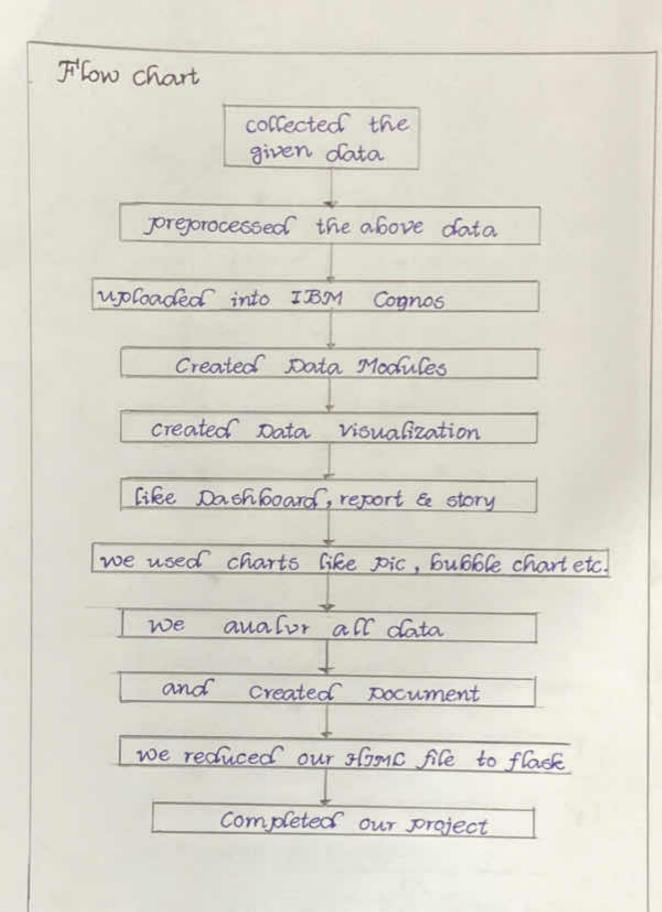
Advantage: Empowers users to identify and avoid misinformation and promotes responsible online behaviour.

Disadvantage: Effectiveness depends on user engagement and may not reach all users.

3 Algorithmic Transparency

Advantage: Builds user trust, provides clarity on content ranking, and helps identify and rectify biases.

Disadvantage: Complete transparency may not feasible due to the complexity of algorithms



06. APPLICATIONS

The applications of social media are vast and aliverse, encompassing various aspects of personal, professional, and Societal interactions. Here is an extensive list of its applications.

personal communication
professional networking
content sharing
Entertainment
News and information
Marketing & Advertising
Customer support
Education and Dearning
Activism and social change
Research and information gathering
crisis communication
parenting & family support
Jechnology & Gadgets

These applications reflect the alverse ways in which social media has become integrated into our daily lives.

Conclusion

The effectiveness of these colutions depends on their thoughtful implementation and continous adaptation. striking the right balance between user empowerment, technological advancements, and ethical considerations is crucial to address the complex challenges that social media platforms face. Ongoing evaluation and iterative improvements and regulatory usage measures are necessary to navigate the evolving landscape of digital communication tesponsibly.

In conclusion well summarize the significant of our internship project with smart brioke.

08. FUJURE ScopE

The future scope of social media is likely to be shaped by several trends and advancements.

The future of social media is dynamic and influenced by technological advancement, social shifts and user preferences. It will continue to evolve, offering new possibilities for communication, connection and collaboration. Here are some key aspects to consider.

1. Augmented and virtual reality Integration

Expect increased use of AR and VR technologies for more immersive & engaging social experiences, such as virtual meetups & shared virtual spaces.

2. AI driven goersonalization

Advanced AI algorithms will provide more tailored content recommendations,

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