CS 210 Term Project

Mehmet Emin Er 27748

Motivation

I have used my own cellphone's screen time data for this project. My real motivation about this project is, I can work with my own data and analyze myself instead of irrelevant data. Since I always try to lower my screen time, this project has gave me some valuable analysis about my behaviors and what I should be careful about for lowering my screen time.

Data Source

I got my data from my cellphone's "settings/Screen Time/Detailed Screen Time" part. I have created a template according to the data that I can have and extracted the data for different weeks.

Data Analysis

After I have arranged my data, I have started coding with some explorations. First of all I needed to explore the data with;

- df.head()
- df.info()
- df.describe()

After successfully exploring my data, I have dropped the NA values with df.dropna().

Most significant problem about my dataset was, duration of screen time was in this format: XXH XXM (13H 05M). I have handled this problem with converting everything to minutes so I had clean and stable data.

Visualizations:

After I have had my clean data, I visualized important metrics to different kind of charts, such as pie chart, bar chart or line chart. Visualizations will be in the <u>Findings</u> part.

Analysis:

Visualizations made me understand more about the data and trends that I can discover. My first discovery is, Relationship between Notification Count and its affect for Screen Time for matching applications.

I used Mean for Screen Time durations and Notification Count for various types. This gave significant insight about my behaviors for different applications.

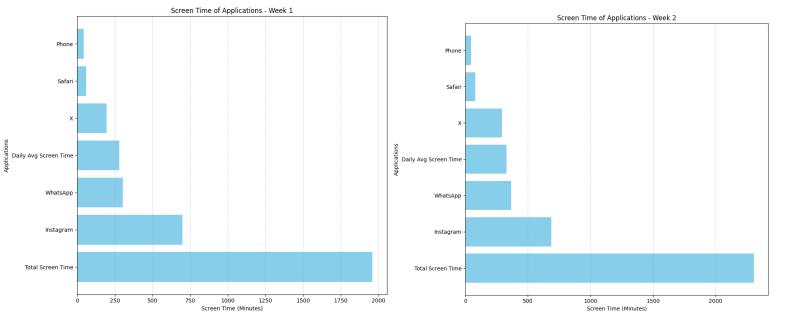
Machine Learning:

I used some Machine Learning techniques for for my screen behaviors. I started with correlation analysis for notification count and screen times.

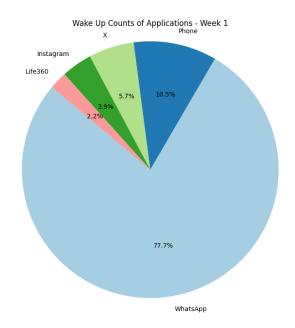
Other technique that I used for Machine Learning part is "Anomaly Detection" I will be explaining more about it in the upcoming part.

Findings

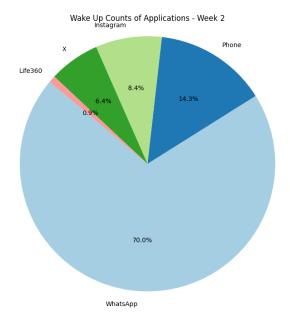
This is the most important part of the project since I have discovered some valuable insights about myself.



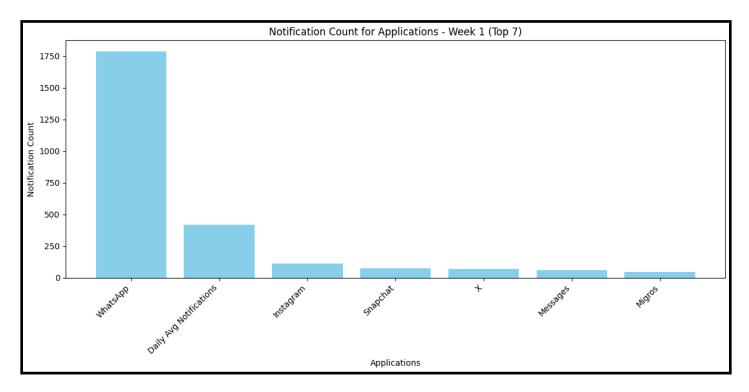
Above figures stands for screen times of applications that I use. In both weeks, WhatsApp and Instagram screen times are higher than Daily Average Screen Time. This means that I spend a lot of time using these both and we can see that these two nearly have half of my screen time.



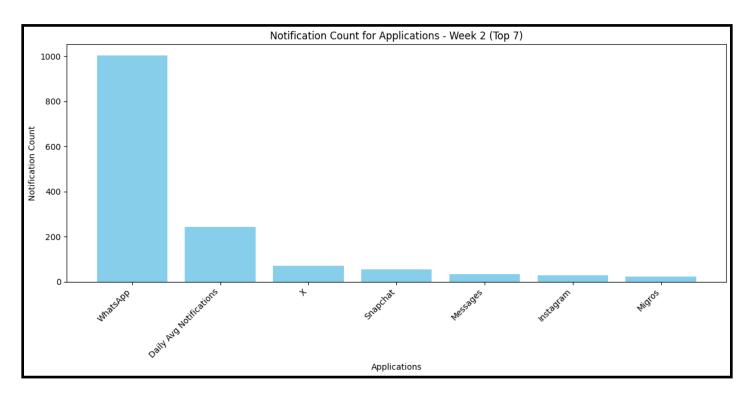
For the wake up counts of applications, WhatsApp leads with 77% but Phone has large amount of the pie despite others.



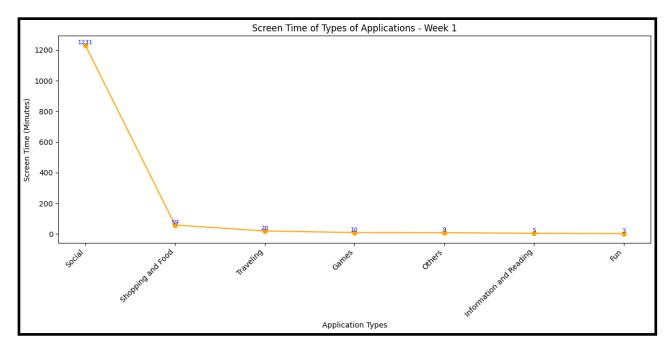
For Week 2, percentage of WhatsApp decreased by 7%.

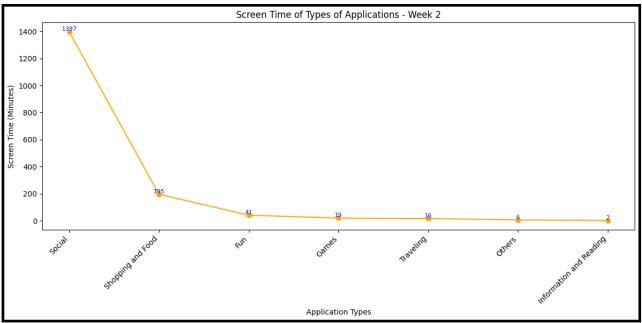


WhatsApp is the leading application in terms of number of Notifications. Notification count for WhatsApp is nearly 5 times of Daily Average Notifications. This clearly explains that, I respond to the WhatsApp messages before I do anything else on my phone. (Since WhatsApp has the largest piece in the pie chart of wake up counts)

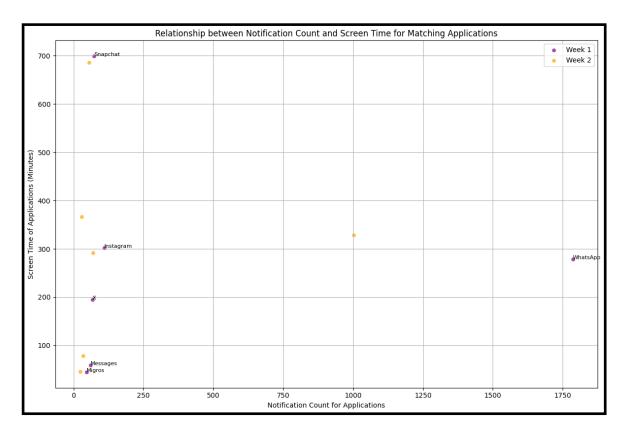


Graph of Week2, supports the above idea. Number of notifications decreased significantly and my wake up percentage for 2 has decreased 7% too.

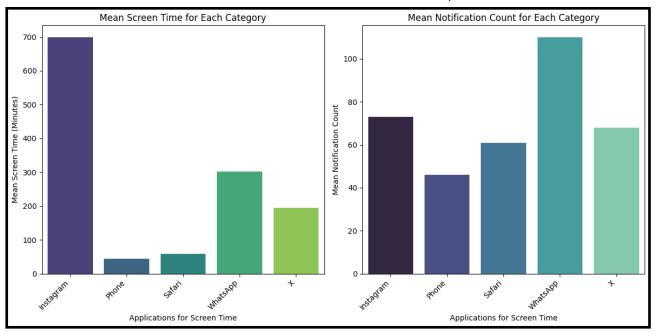




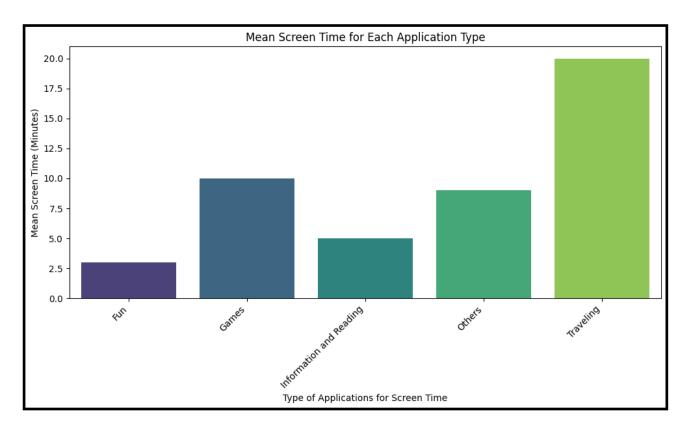
Screen times of different types of applications shows that, I mostly use my phone for social activities (WhatsApp, X, Instagram...) Second type of applications is Shopping and Food, the reason for this situation is, I order my food from outside, since I feel hungry, I regularly open the food delivery applications and check for the meal's status. Didn't expect that to be that much honestly.



This is an important graph that gives me important insight. The graph stands for Relationship between Notification Count and Screen Time for Matching Applications. Snapchat has the greatest ratio above others. Notification count for Snapchat is low. However, it has larger screen time compared to other applications that send notifications too. This clearly explains that, my reaction for Snapchat is greater than all other applications even WhatsApp. WhatsApp has the greatest notification count but screen time is low compared to that.



Mean Screen Time graph (on the left) supports the category based screen time graph. Mean times of applications I use is mostly social media applications. Mean Notification Count graph (on the right) shows that when we consider mean notification counts, Instagram and X stands with WhatsApp side by side. This graph supports our theory above: "Notification count affects screen time of applications"

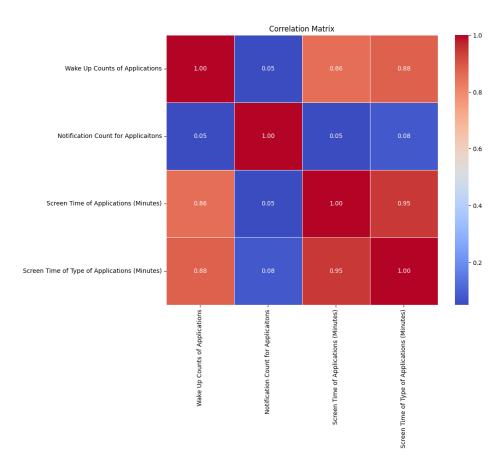


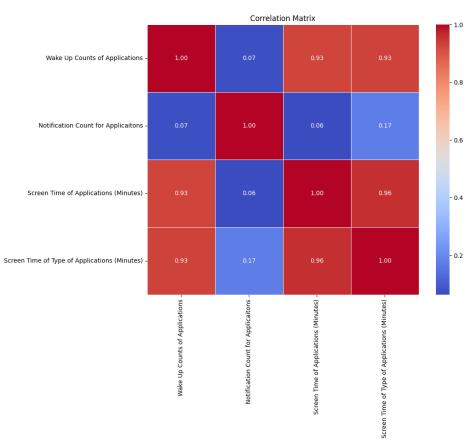
Mean Screen Time for Each Application Type graph comes with different insight. Even though traveling applications don't send me notifications, their screen time is higher when we take the mean. It means that, even if they don't send me notifications or remind themself to me, when I need those applications I use them.

A	В	С	D	E	F	G	Н
1 Applications for Screen Time	Screen Time of Applications	Applications for Wake Ups	Wake Up Counts of Applications	Applications for Notifications	Notification Count for Applications	▼ Type of Applications for Screen Time	Screen Time of Type of Applications
2 Total Screen Time	38h 25m	Total Wake Ups	1702	Daily Avg Notifications		242 Social	23h 17m
3 Difference From Last Week	0,26	Difference From Last Week	-0,12			Productivity and Finance	57m
4 Daily Avg Screen Time	5h 29m	Daily Avg Wake Ups	243	WhatsApp	1	.003 Shopping and Food	3h 15m
5				Telegram		212 Creativity	35m
6 WhatsApp	6h 06m	WhatsApp	643	Instagram		29 Traveling	16m
7 Instagram	11h 26m	Phone	131	Snapchat		55 Games	19m
8 X	4h 52m	X	59	x		70 Others	6m
9 Safari	1h 18m	Instagram	77	Messages		35 Information and Reading	2m
10 Phone	46m	Life360	8	Migros		23 Fun	41m
161 Yemeksepeti	44m	Safari	22	Trendyol		50	
12 Akbank	27m	Akbank	39	Life360		29	
13 Twitch	31m	Settings		Getir		14	
14 Mail	7m	Mail	21	MaximumMobil		0	
15 Migros	1h 12m	Clock	94	Mail		21	
Life360	6m	Snapchat	14	Clock		10	
17 Binance	8m	Yemeksepeti	28	Clash of Clans		26	
18 Clash of Clans	19m	Binance	5	Yemeksepeti		16	
19 Photo Album	1m	Migros		Youtube		7	
20 Settings	3m	Maps	3	Sahibinden		1	
21 Snapchat	8m	Camera	3	Phone		15	
Maps Maps	2m	McDonald's	0	CoinStats		12	
23 LinkedIn	26m	Photo Album		File Market		0	
24 Google Maps	1m	E-komobil		Akbank		12	
25 Clock	22m	App Store		Tıkla Gelsin		0	
26 Youtube	41m	Messages	4	LinkedIn		9	
27 Camera	3m	Google Maps		Binance		3	
28 Garanti BBVA	0m	Clash of Clans		Health		4	
29 E-komobil	10m	Calculator		Iscep		5	
Getir Getir	32m	Youtube		Turkcell		4	
Trendyol	44m	Otobusum Nerede?	6	Coffy		5	

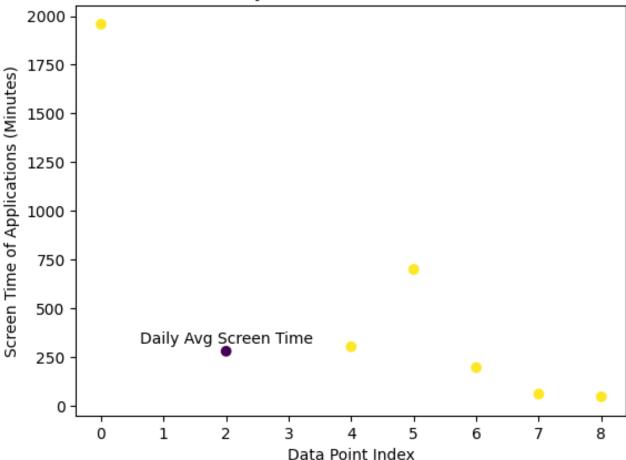
This is small part of the data I extracted.

Correlation Matrix Graphs





Anomaly Detection - Isolation Forest



Limitations and Future Work:

Limitations:

- While the correlation analysis provides insights into the relationship between notification count and screen time, it might not capture the full complexity of my behavior. Other factors influencing screen time, such as the context of notifications, could be explored for a more nuanced understanding.
- The analysis is based solely on screen time data obtained from the cellphone's settings. Other contextual factors influencing screen time, such as location, mood, or specific activities during screen usage, were not considered. Incorporating additional data sources or contextual information could provide a more comprehensive understanding of the factors influencing screen time.

Future Work:

- Enhance data collection methods to include more detailed information about specific applications or categories. This could involve integrating additional data sources or using specialized applications for more granular insights.
- Develop a more comprehensive user behavior profiling system that considers various aspects like location, time of day, and my activities. This can provide a holistic view of screen time patterns and contribute to more personalized recommendations.

Output of Exploration part of the code:

```
ploration of the dataset of Week I
Applications for Screen Time Screen
Total Screen Time
Difference From Last Week
Daily Avg Screen Time
NaN
WhatsApp
         Applications for Notifications
Daily Avg Notifications
NaN
WhatsApp
Telegram
Instagram
 Type of Applications for Screen Time Screen Time of Type of

Social

Productivity and Finance

Shopping and Food

Treativity

Creativity

Class 'pandas.core.frame.DataFrame'>
RangeIndex: 39 entries, 0 to 38

Data columns (total 8 columns):

Column

Non-Null Count Dty
                                                                                                                                                                                                                                                                                                  20h 31m
1h 15m
59m
42m
 O Applications for Screen Time
1 Screen Time of Applications
2 Applications for Wake Ups
3 Wake Up Counts of Applications
4 Applications for Notifications
5 Notification Count for Applications
6 Type of Applications for Screen Time of Type of Applications
dtypes: float64(2), object(6)
memory usage: 2.6+ KB
None
                                                                                                                                                                                      35 non-null
35 non-null
38 non-null
38 non-null
34 non-null
9 non-null
9 non-null
                                                                                                                                                                                                                                                             object
object
object
float6
object
float6
memory usage: 2.6+ KB
None

Wake Up Counts of Applications Notification Count for Applications 38.000000
mean 100.012368 98.823529
std 355.302504 312.917597
min 0.000000 1.000000
25% 1.602500 7.500000
50% 4.500000 19.000000
75% 23.500000 35.7500000
max 1961.000000 1786.000000

Exploration of the dataset of Week 2
Applications for Screen Time Screen Time 38h 25m
1 Difference From Last Week 0.26
2 Daily Avg Screen Time 5h 29m
3 NAN NAN NAN
4 WhatsApp 6h 06m
       Type of Applications for Screen Time Screen Time of Type of Applicatic
Social 23h 1
Productivity and Finance 5
Shopping and Food 3h 1
Creativity 7
Traveling 7
  Travelin

<class 'pandas.core.frame.DataFrame'>

kangeIndex: 39 entries, 0 to 38

Data columns (total 8 columns):

# Column
   Applications for Screen Time

Applications for Screen Time

Screen Time of Applications

Applications for Wake Ups

Wake Up Counts of Applications

Applications for Notifications

Notification Count for Applications

Type of Applications for Screen Time

Screen Time of Type of Applications

Types: float64(2), object(6)

Types: float64(2), object(6)
                                                                                                                                                                                                                                                             object
object
float64
object
float64
object
object
                                                                                                                                                                                       38 non-null
38 non-null
34 non-null
34 non-null
9 non-null
9 non-null
```