A functional documentation to explain how to use the application

The link to go to the application is: https://esaydatechallenge.herokuapp.com

Apps available until 28th of November 2022

This application is based on the data from Easy Date, a company organizing speed dating. During a session, a participant meets several people. At the end of each meeting, he or she decides whether or not the person wants to see one or more of the crushes. The problem is the low match rate.

This aim of the application is to have some information concerning the participants in order to better understand the customers.

This application shows Key Performance Indicators

This aim of these two quantifiable measures is to identify if there is a link between the variable concerning the level of fun (from 0 to 10) of the partner is the variable that impacts the most the predictive model. So we can have a quick look at the average of this variable depending on whether or not there was a match between the participants.

- ✓ the mean of fun_o success: the mean of the variable fun_o when there was a match between the participants.
- ✓ the mean of fun_o no success: the mean of the variable fun_o when there was no match
 between the participants.

The goal of the Top 3 is to identify customers who participate in such events.

A top 3 of

- ✓ the career sectors
- ✓ the kind of activities they like to do

he objective of these graphs is to better understand the customers and their habits regarding this type of event.

And graphs

- ✓ A pie chart of the age of participants:
- ✓ A bar chart of the frequency of participants going on dates
- ✓ A scatter plot of the mean of several attributes



As these measures and graphs can depend on gender, you can also filter all the indicators and graphs using a dropdown button.

Moreover, the scatter plot can also be filtered selecting match or no match.