This project is contained two parts. The main idea for first part is to figure out what activities and who should people along with will make people feel happy. The idea for second part is to divide data into different group and find insightful information.

To be specific, first part is about some data exploration from HappyDB database, it includes word cloud, sentimental analysis and visualization about top high frequency words. As we could see, “played” or “watched” some activities with our “friend” and “family” plays an important role in making people happy. Have some “ice cream” to eat is useful for good mood as well.

Second part is about some detail analysis about predicted category respect to different group. It seems like people with 24 hours reflection period more like to recall their “affection” and “leisure” compare to people with 3 months reflection period. Moreover, male people and parents without kids will focus on their “achievement” and “affection” compare to others.