Apple at SXSW 2011

A project to capitalize on a successful product launch

Aaron Galbraith • 2023

Background

AUSTIN, TX MARCH 11–20, 2011
SXSW
SOUTH BY SOUTHWEST
MUSIC + FILM
INTERACTIVE

Project Goal

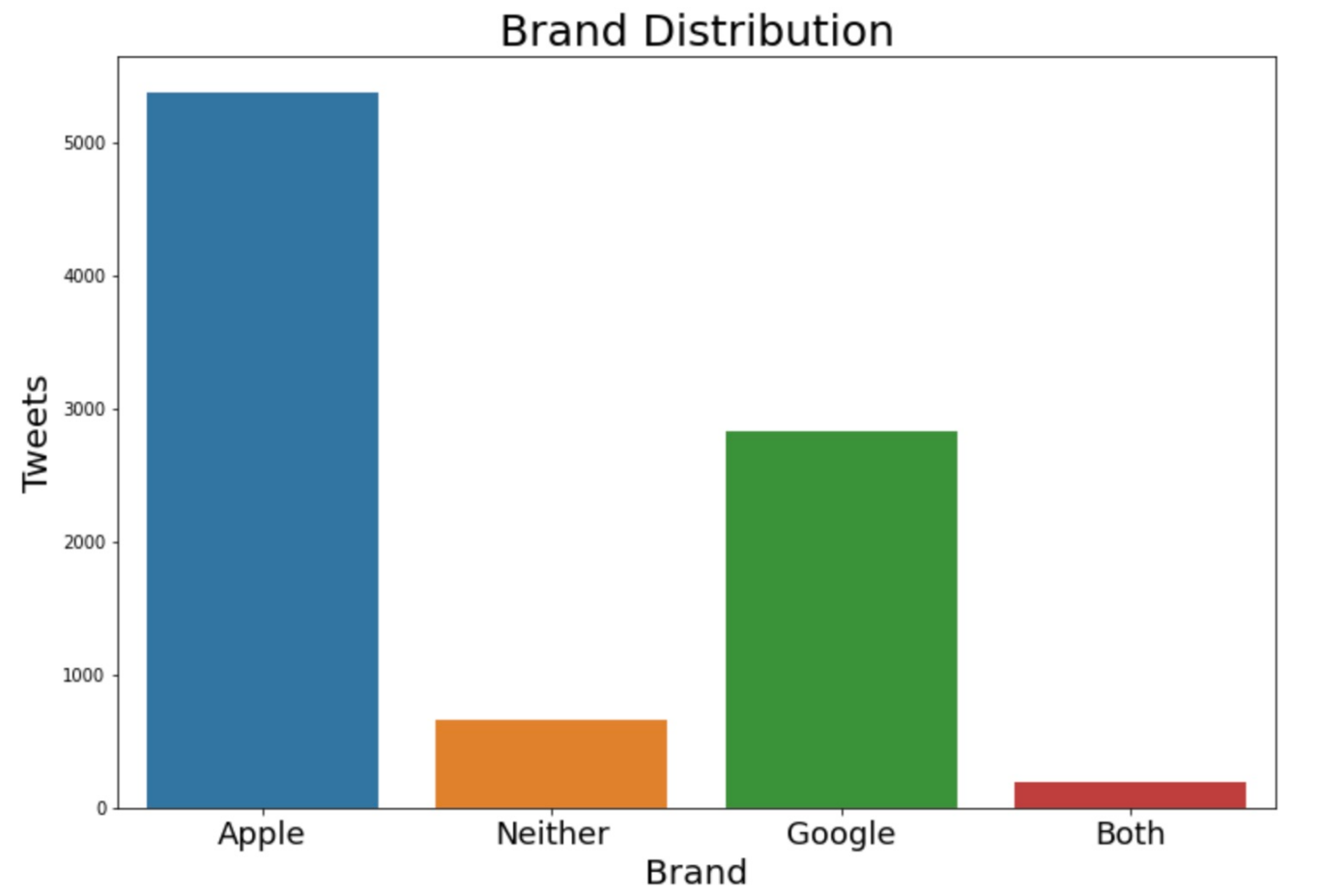
1. to help Apple understand how their presence at SXSW was received

2. to give Apple a tool to interpret public sentiment

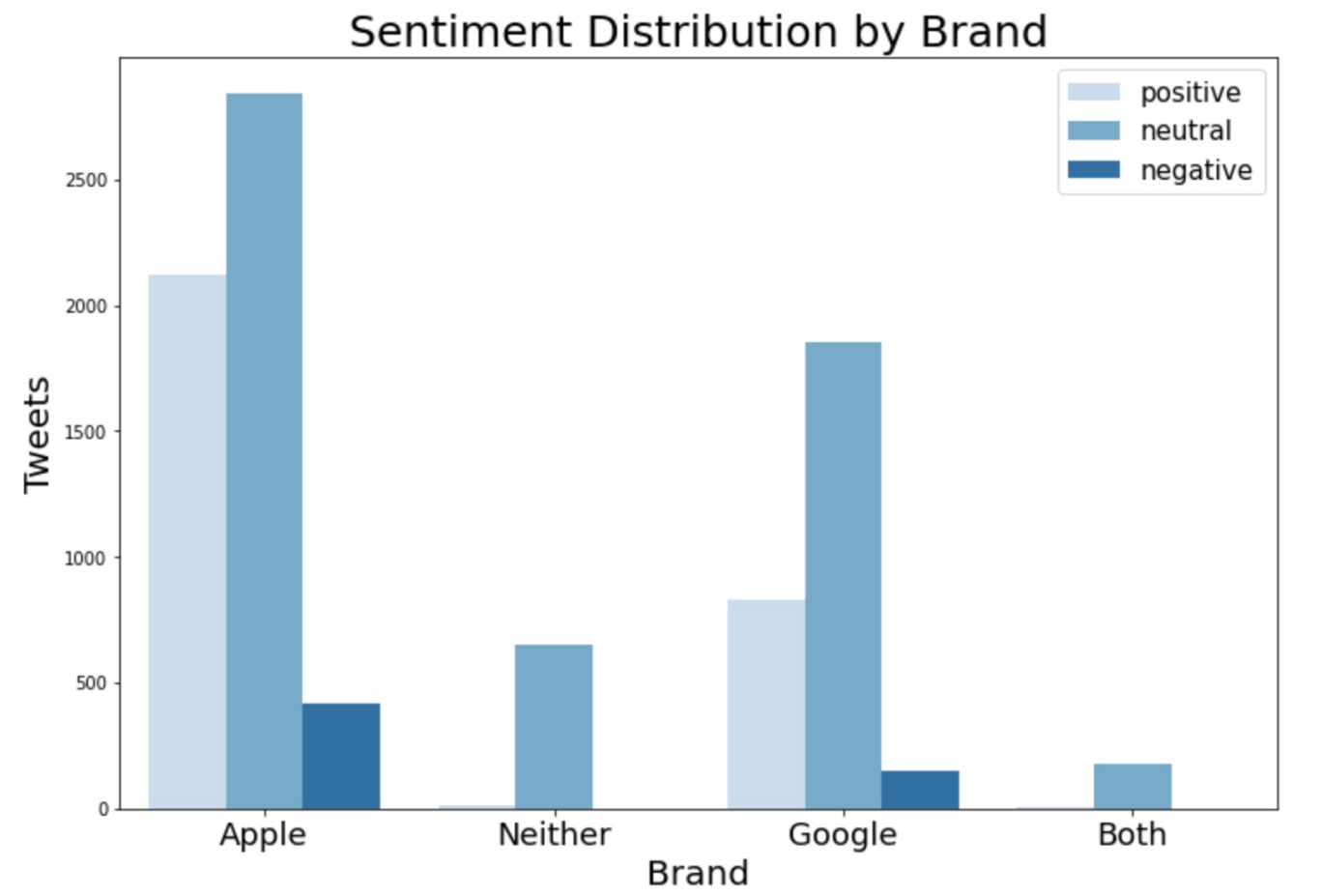
Data

- #sxsw × 9,000
- 
-

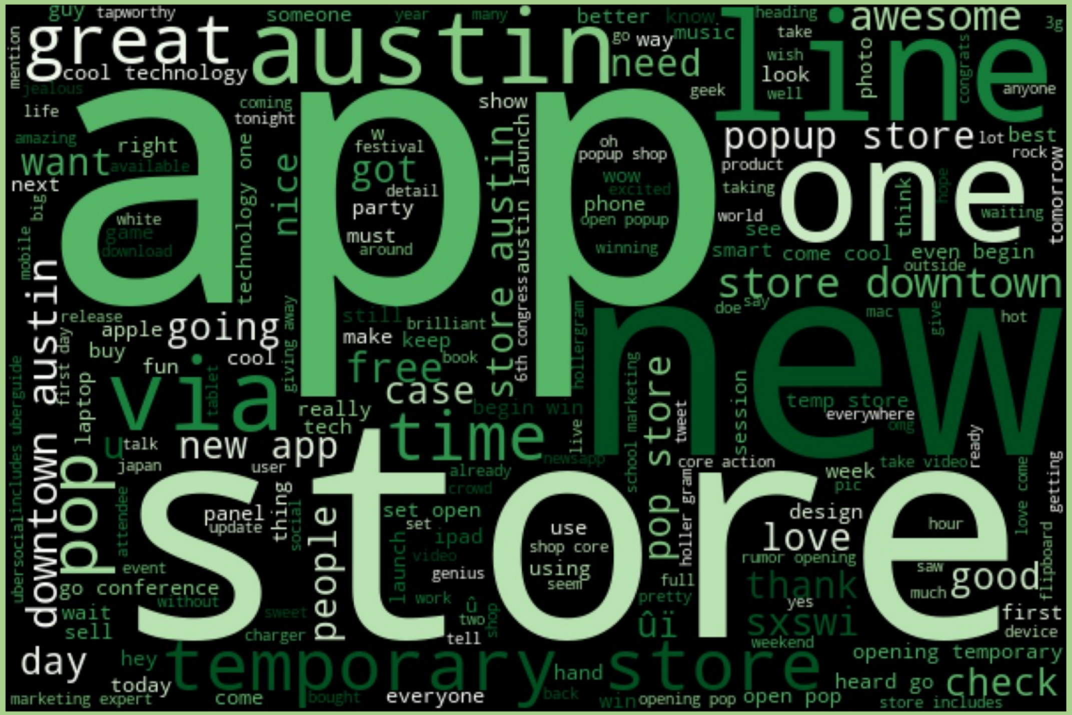
Data

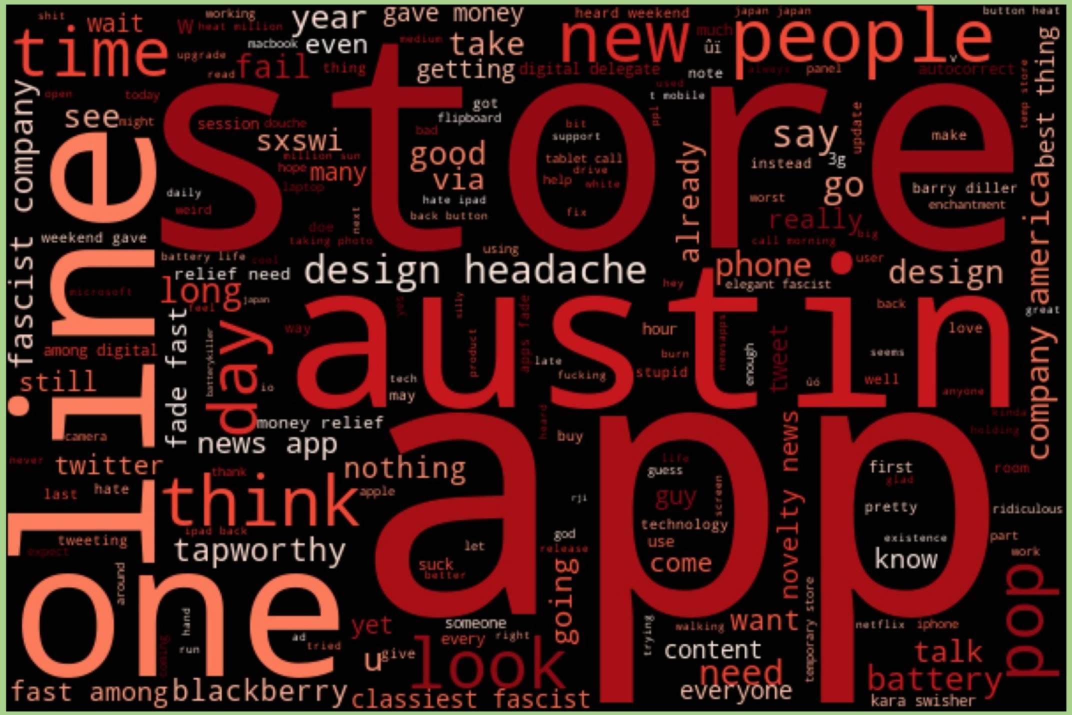

Brand Distribution
Tweets
5000
4000
3000
2000
1000
0
Apple
Neither
Google
Both
Brand

Data

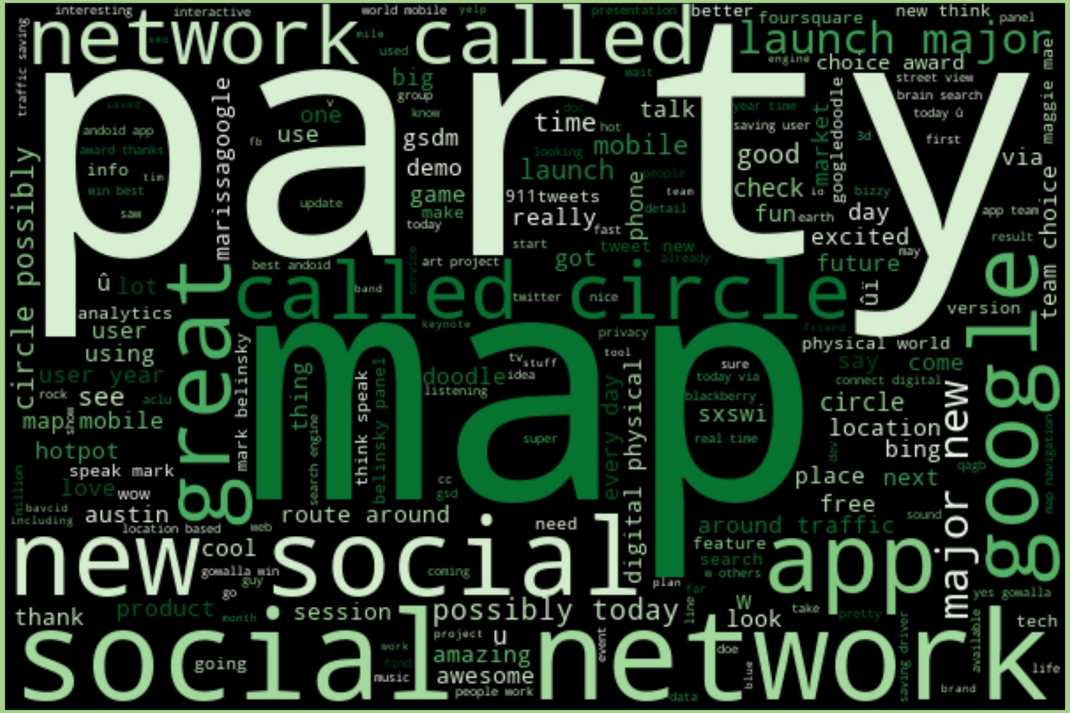

Sentiment Distribution by Brand
positive
neutral
negative
Tweets
2500
2000
1500
1000
500
0
Apple
Neither
Google
Both
Brand

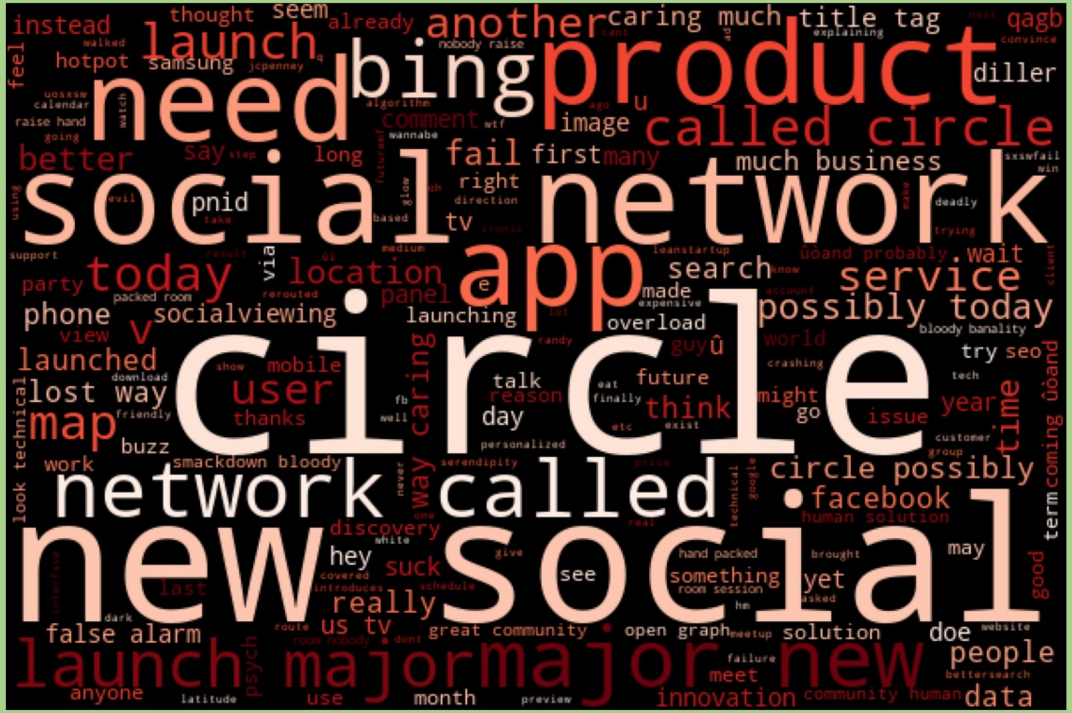
Apple Overview





Google Overview





Methods

- tokenize + remove common words + vectorize tweets
- binary classification: positive / NON-positive
- ML classifiers: Naïve Bayes, Random Forest, Gradient Boost
- metric: simple accuracy

Results

model	training score	test score
Naïve Bayes (BASELINE)	79.4%	71.5%
… with hyperparameter tuning	89.0%	72.2%
… with over sampling	86.7%	68.0%
Random Forest	96.5%	73.2%
… with hyperparameter tuning	86.4%	72.5%
Gradient Boost (FINAL)	74.9%	72.3%

Recommendations

- pop-up store + event synergy = great idea
- throw a party
- address battery life and design issues

Further Inquiry

- analyze all three sentiments
- incorporate more features to the model (e.g. tweet length)
- get to the bottom of overfitting issues

Thank you

Aaron Galbraith • 2023

www.linkedin.com/in/aarongalbraith