



STC TV Customer Experience Enhancement

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Project Overview

Datasets

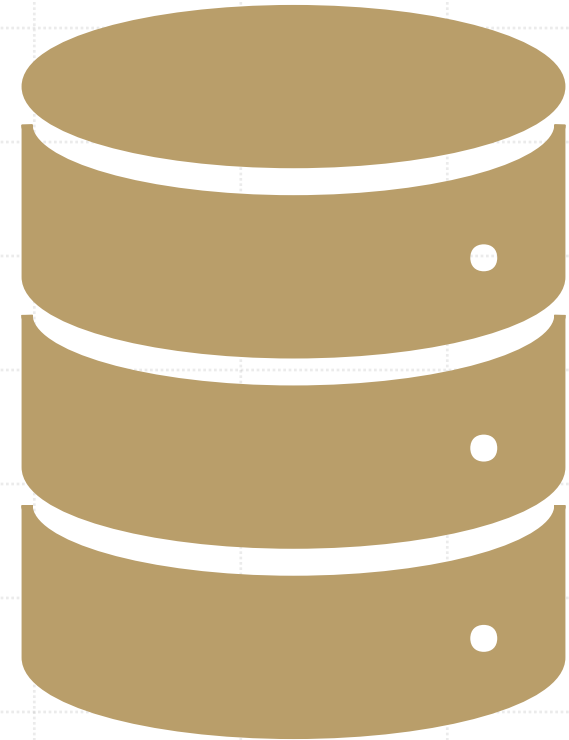
**Analyzing
customer
behavior**

**Building a
prediction model
for user behavior**

**Recommendation
System**

Datasets

- Three datasets were provided to complete the tasks:
 1. **First Dataset:** Used for analyzing customer behavior.
 2. **Second Dataset:** Used for building a prediction model for user behavior.
 3. **Third Dataset:** Used for building a recommendation system.



Analyzing customer behavior

- **Insight:**

After conducting statistical analysis on the first dataset to uncover key insights from user data, the Top 10 most-watched programs on STC TV were identified based on the total watch time.

top 10 programs in total watch time in heures

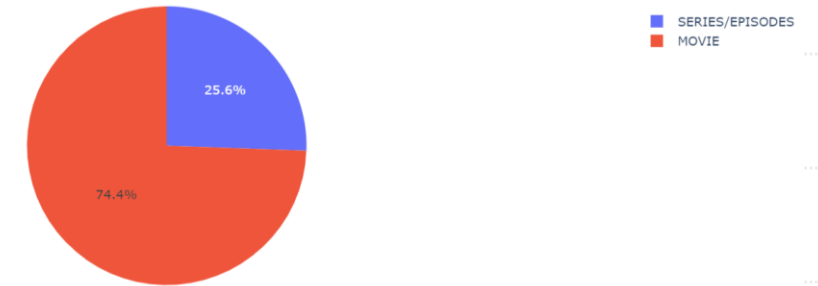


Analyzing customer behavior

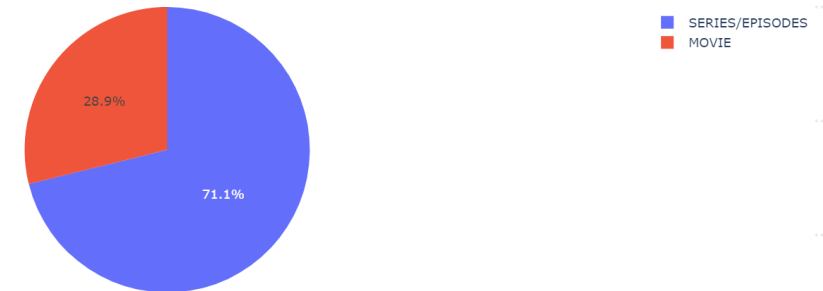
- **Insight:**

Although series contribute the most to total viewing time due to their longer duration, movies are the most frequently watched type overall.

Total Users watching by program_class



Total duration spent by program_class

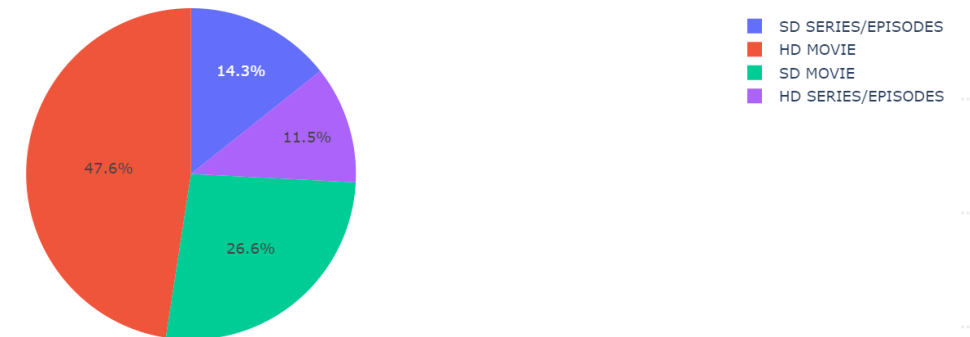


Analyzing customer behavior

- **Insight:**

The most-watched program category is HD Movies, accounting for 47.6% of total viewing. In contrast, HD Series/Episodes are the least-watched category, contributing only 11.5% of total viewing.

Total Users watching in HD/SD and Program Class



Building a prediction model for user behavior

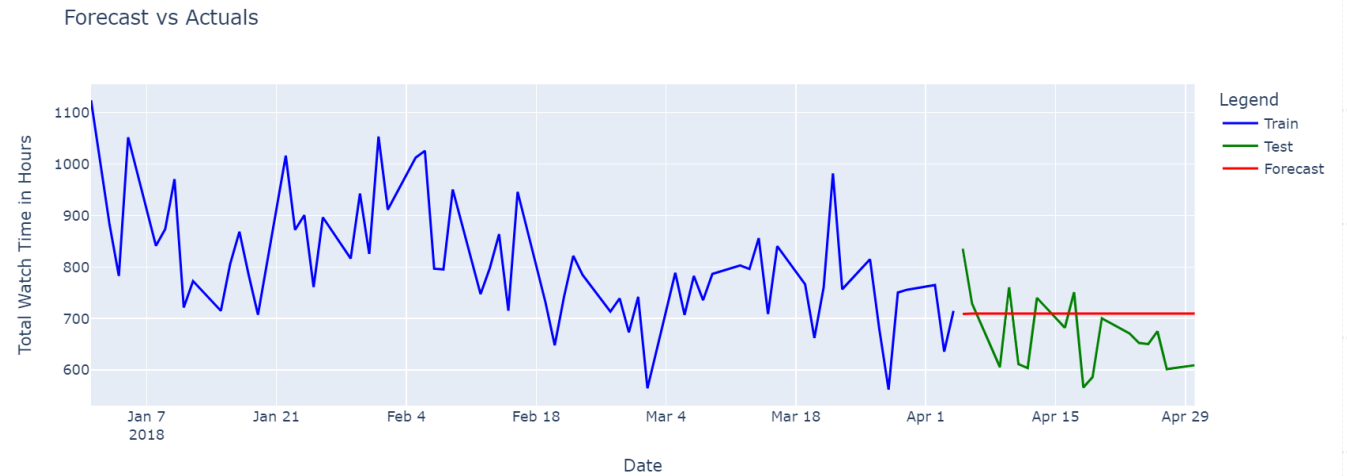


By building a prediction model, we aim to forecast the expected watch time for the next two months based on historical data of users' behavior, specifically their **Total Watch Time in Hours**.

Building a prediction model for user behavior

- **Insight:**

The prediction model forecasts a stable watch time trend for the next two months, as indicated by the red line. While the actual test data (green line) shows fluctuations, the model predicts a consistent watch time close to the average of the recent trend.



Recommendation System



Developing a recommendation system is a crucial step to enhance customer satisfaction, making it the final and most impactful task.

Recommendation System

Understanding Preferences:

We compare programs based on user ratings.

Finding Similarity:

Using **cosine similarity** we ,
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hcae ot era smargorp
gnitar fo sseldrager ,rehto
.elacs

Making Recommendations:

Programs with the highest
similarity scores are
recommended to users
who watched or liked
similar ones.

Thank you

