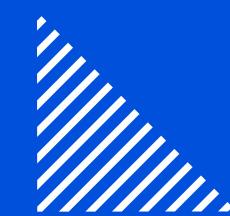


EXPLORING DIGITAL ETHNOGRAPHY



N I O M E T R I C S

A NEW BREED OF TECHNOLOGIES FOR A NEW BREED OF DATA

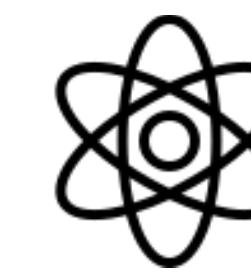
We build **Carrier-Scale** Technologies and Solutions that enable the Telecommunications Industry to **capitalise** on their **unique data** advantage:



I take care of Insights... But what are they for us?



N I O M E T R I C S



**Data
Science**



**Business
Comprehension**



**Structured
Thinking &
Translation**





NIOMETRICS

***Today, we are talking about
'Digital Ethnography'
and why it is a great example of
'Power Through Simplicity'.***



ETHNOGRAPHY

/ɛθ'nɒgrəfi/

The branch of anthropology that deals with the **scientific description of individual human societies and groups.**

‘Digital Ethnography’

=

Ethnography based on
‘Online Mirroring’

How we understand ourselves, as a **society**, as reflected by our **digital behaviours**.



Boosted by today's ubiquitous connectivity, digital ethnography addresses a broad range of questions about our 'collective selves'.



Ethnography must follow 3 non-negotiable principles.

Obtain permission

Ensure data owners are aware that their data will be used for group-wide analyses.

Aggregate

Show behaviours that cannot be directly linked to individuals or smaller groups of people.

Anonymise

Ensure individual traits cannot be discovered or inferred, by eliminating unique identifiers and limiting idiosyncratic slicing.





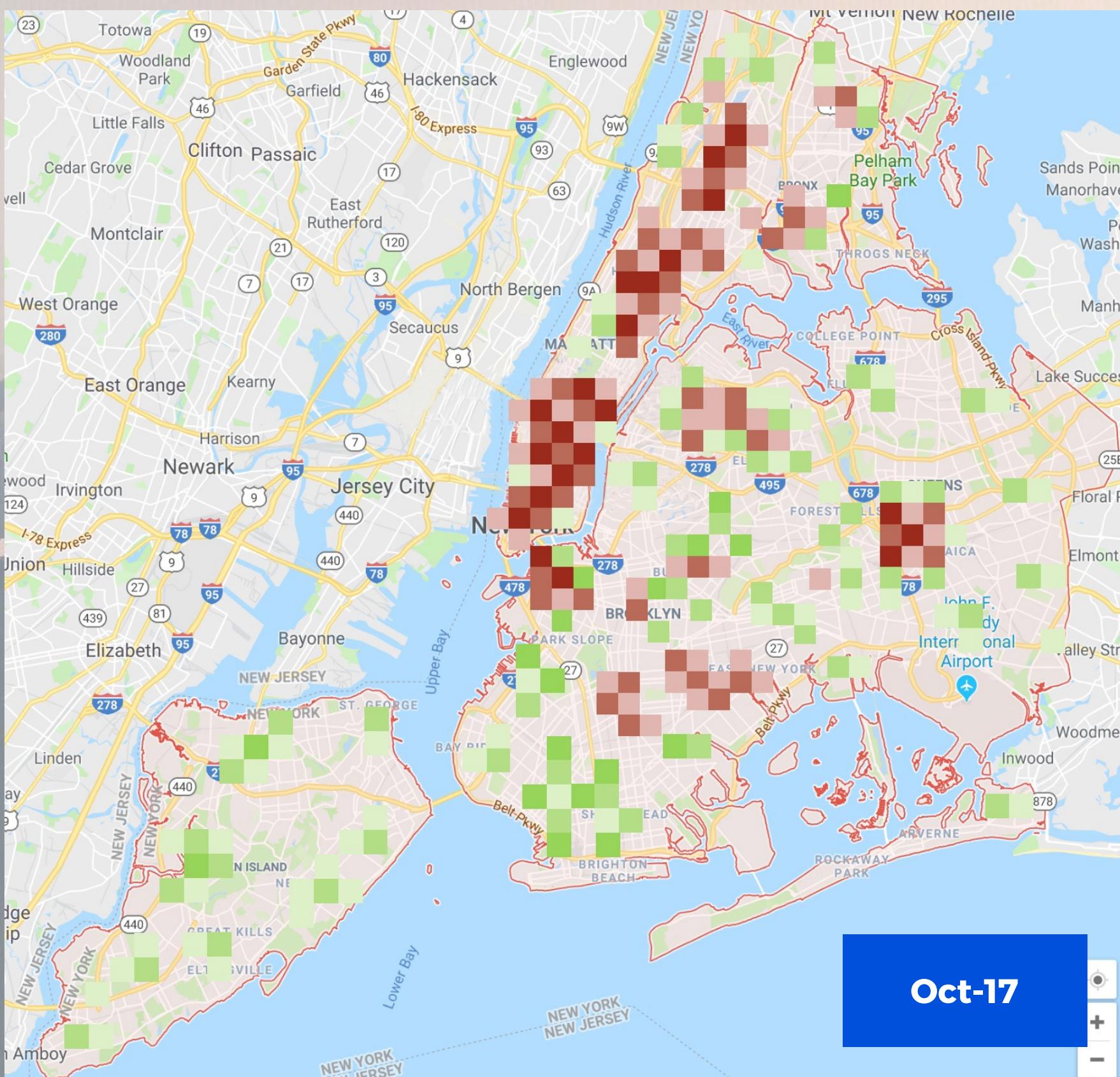
OK, SO WHAT ARE SOME
DUMMY AND ANONYMISED
EXAMPLES OF OUTPUTS?



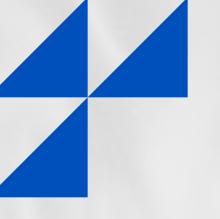
Is money borrowing growing within our society? Where? How quickly?

Interest on money borrowing

Above or below country average per month



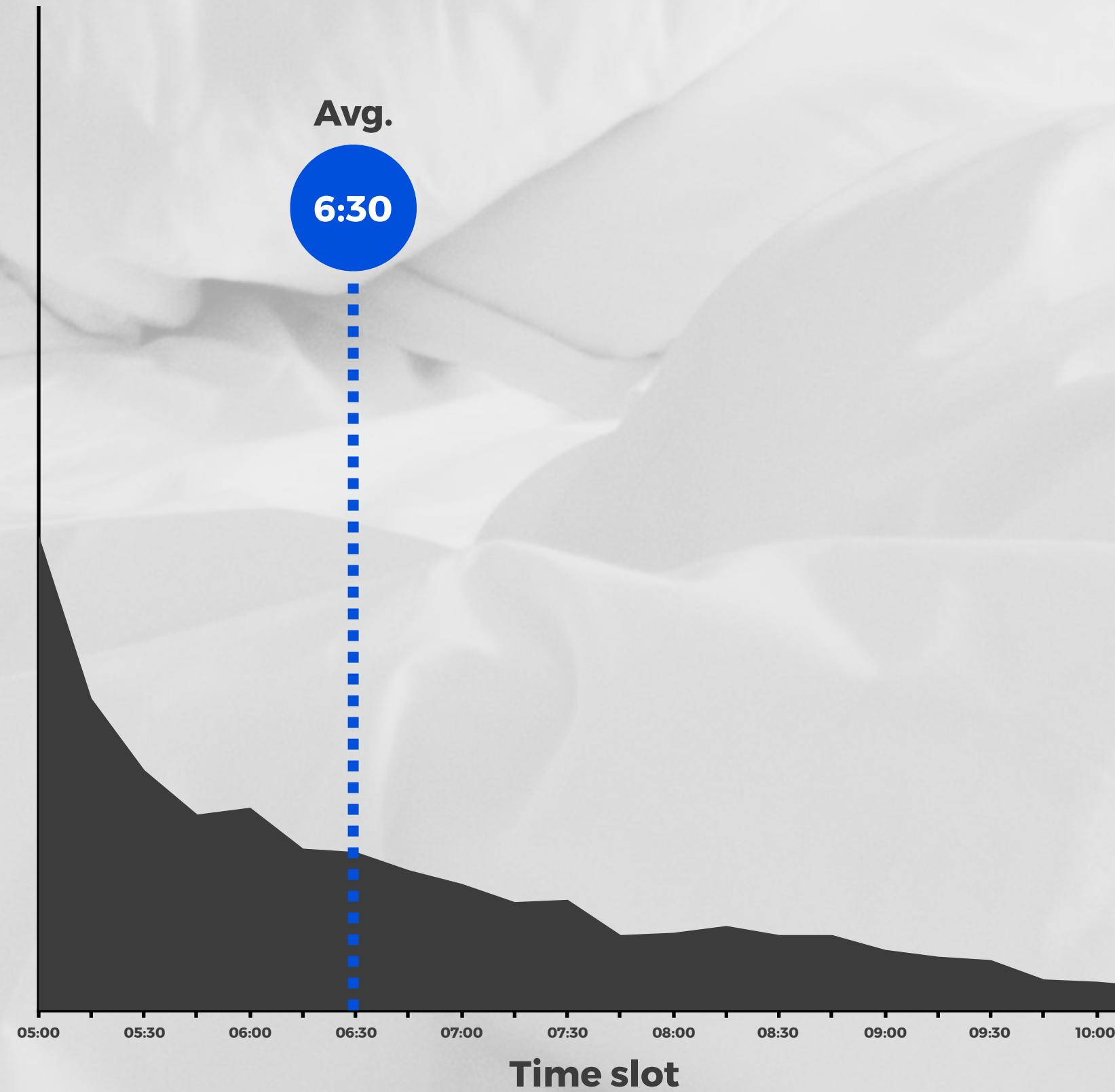
Source: Illustrative analysis based on dummy data.



What time of the day do household dwellers typically wake up and go to bed on?

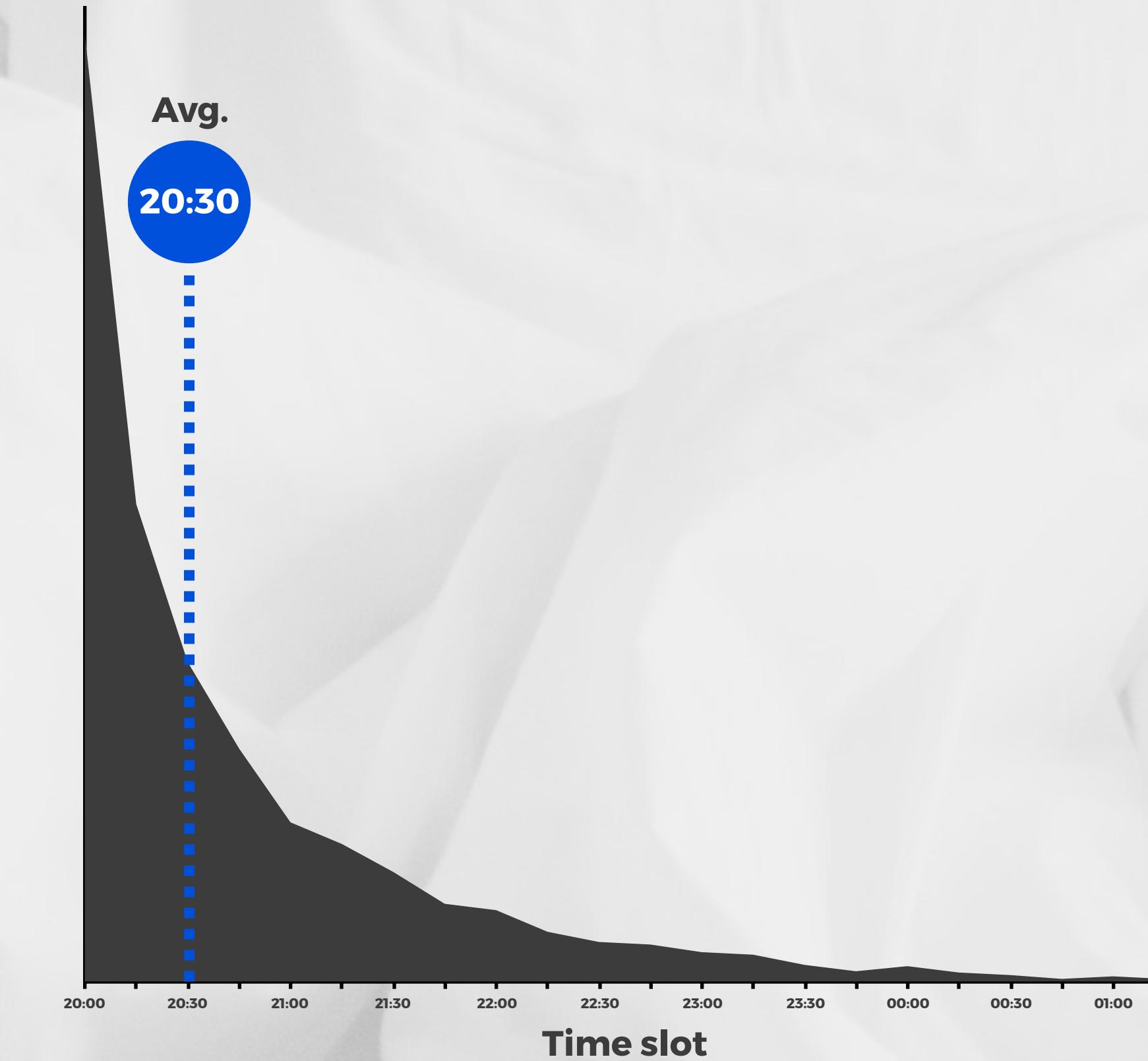
Wake up time

(% of HH dwellers waking up in that window)



Bed time

(% of HH dwellers going to bed in that window)

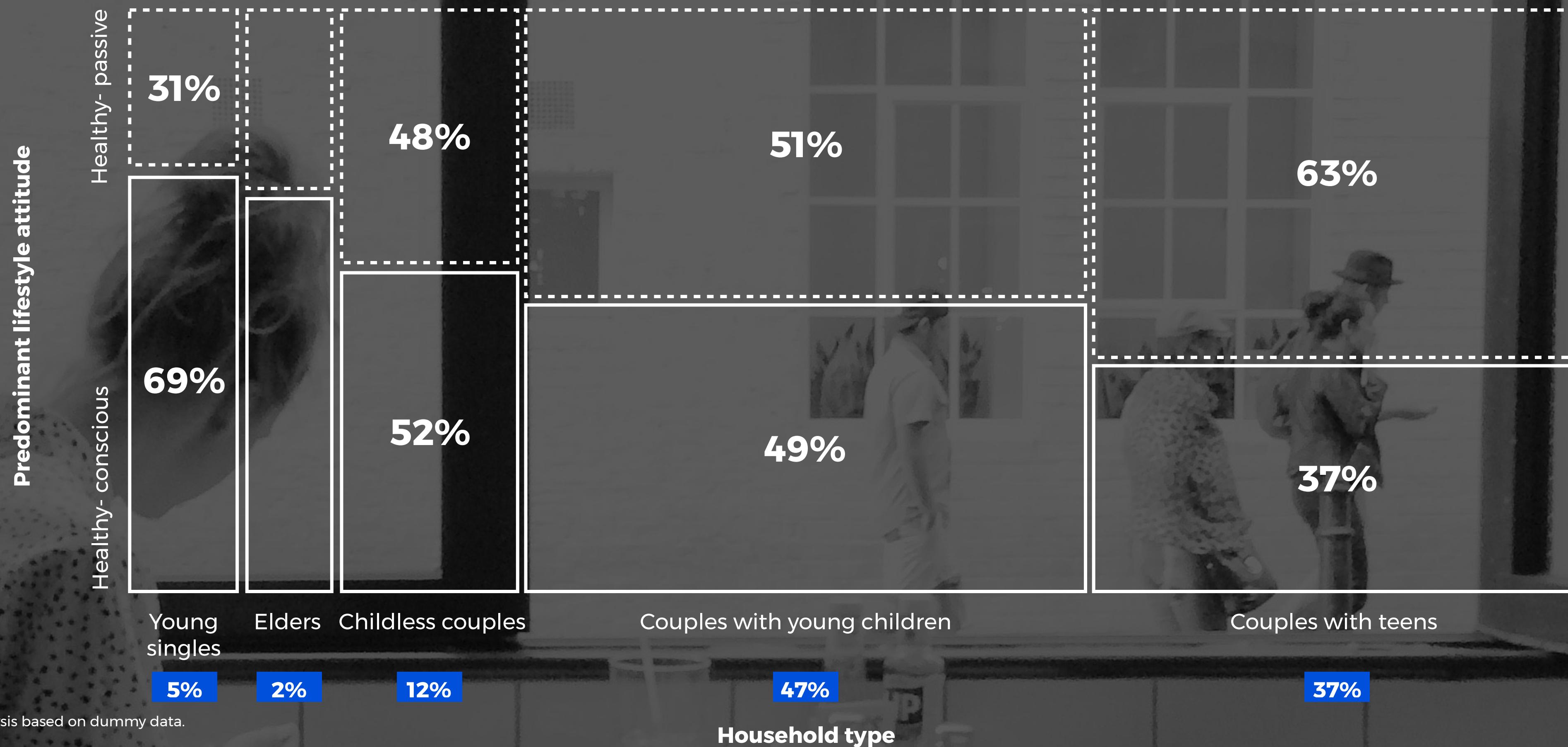


Source: Illustrative analysis based on dummy data.

What is the predominant lifestyle attitude inferred across different households?

Predominant lifestyle vs. inferred household type

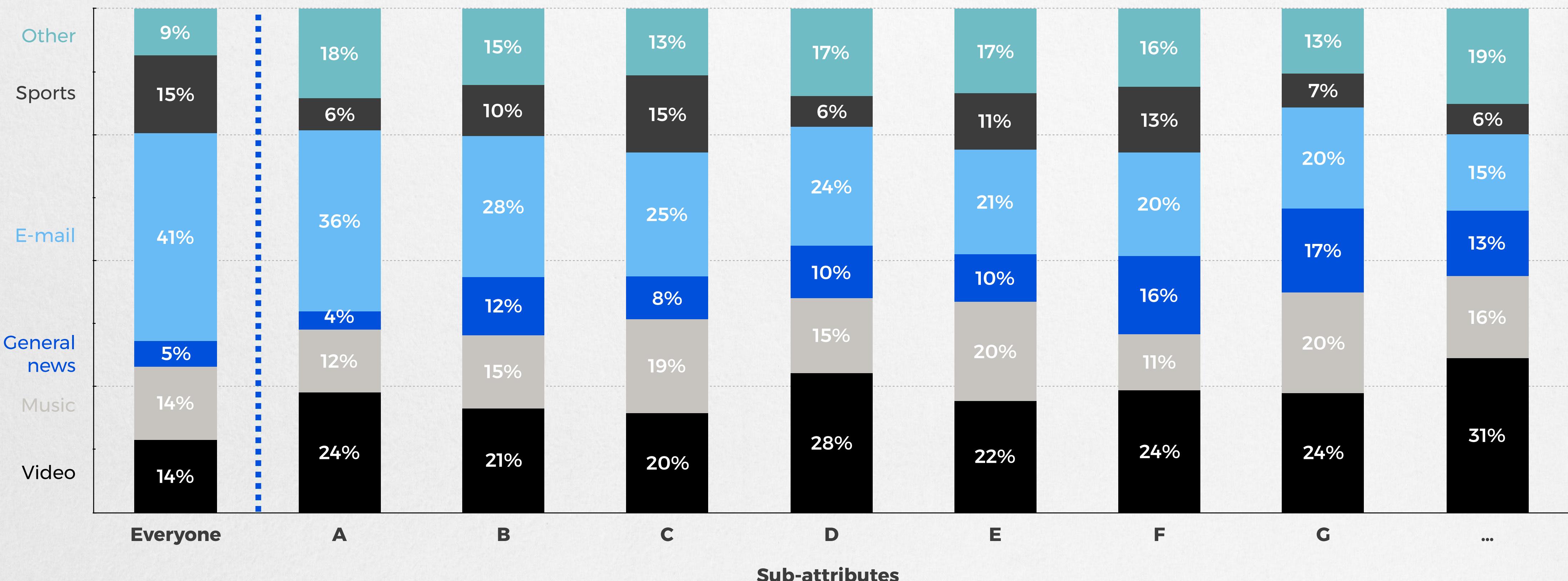
Split by type of household



How do people split in the predominant interests they have?

Predominant online interest (measured by time of use)

By sub-regions

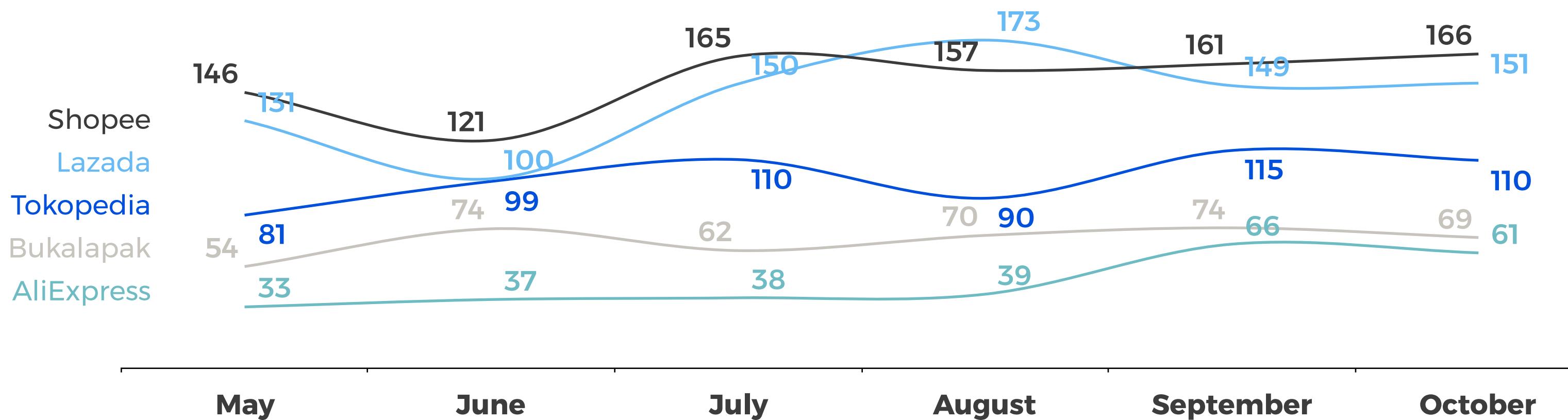


Source: Illustrative analysis based on dummy data.

How is the country adopting e-commerce practices?

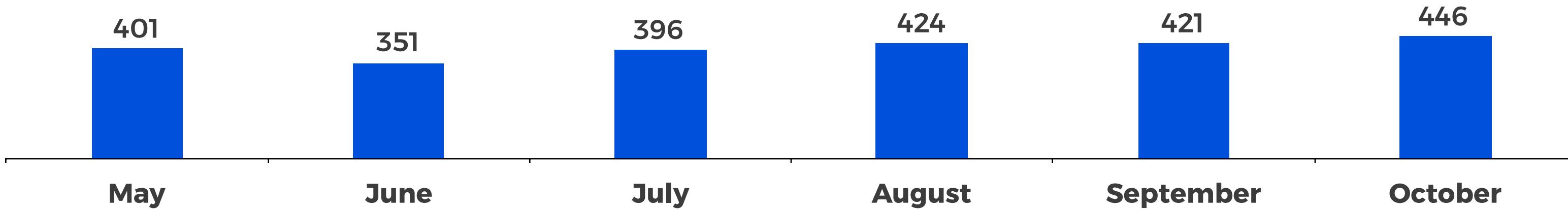
Daily unique users ('000)

Daily unique users by e-commerce apps



Daily unique users ('000)

Daily unique users by e-commerce category

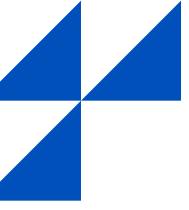


Source: Illustrative analysis based on dummy data.

N I O M E T R I C S

88

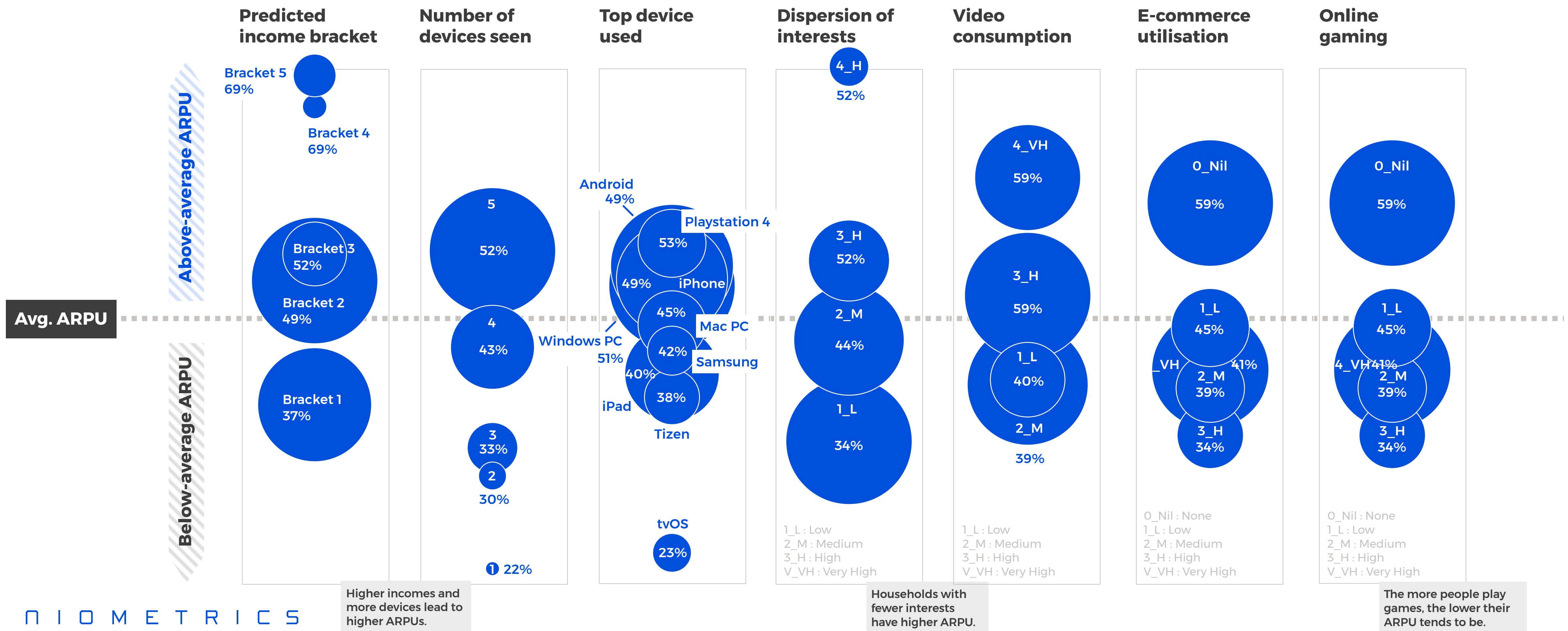




What is the ARPU of each household based on different attributes?

ARPU split by different attributes (bubble sizes = % of households holding that attribute)

Total for country



And last but not least, when is the most dangerous time of the day to be a Pokémon?

Pokémon captured and Pokéstop visits

15th-16th August 2016 (24 hours)

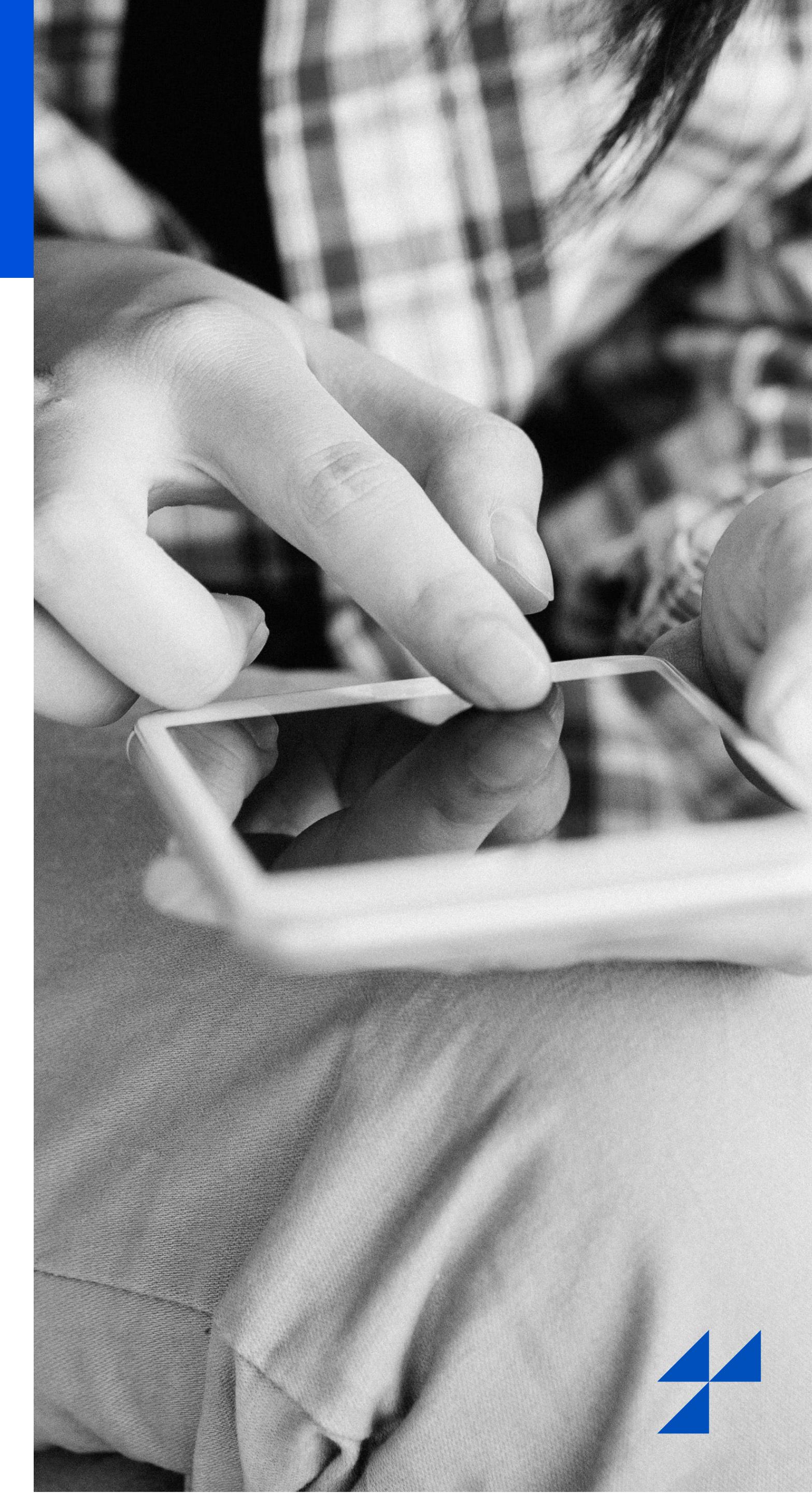
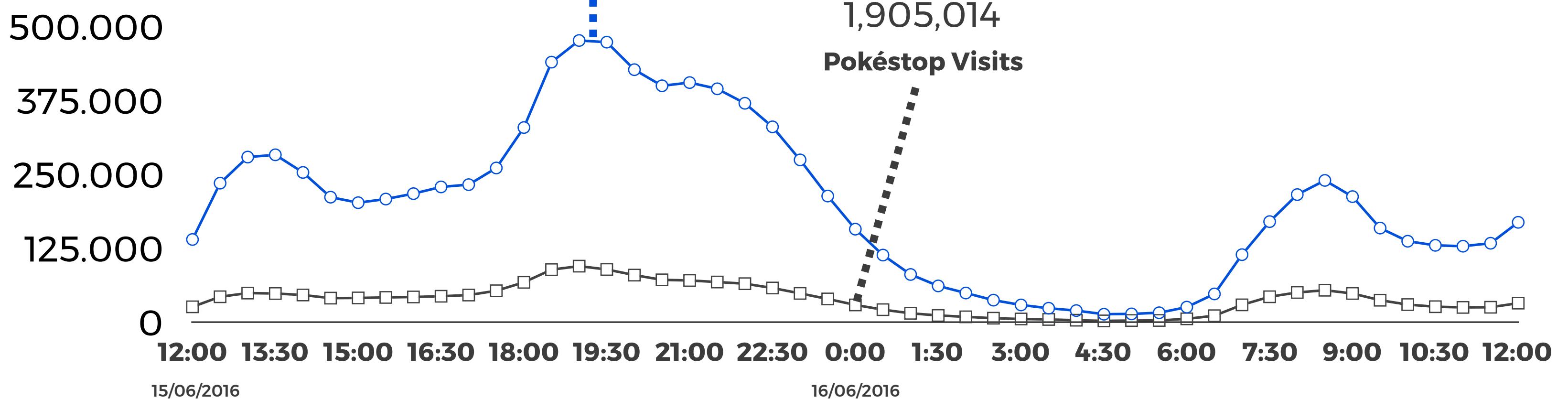
Note: A Pokémon capture is counted when the Pokémon is captured by the player with a pokeball or pokeball variants (great ball, etc). Unsuccessful pokeball throws are excluded.



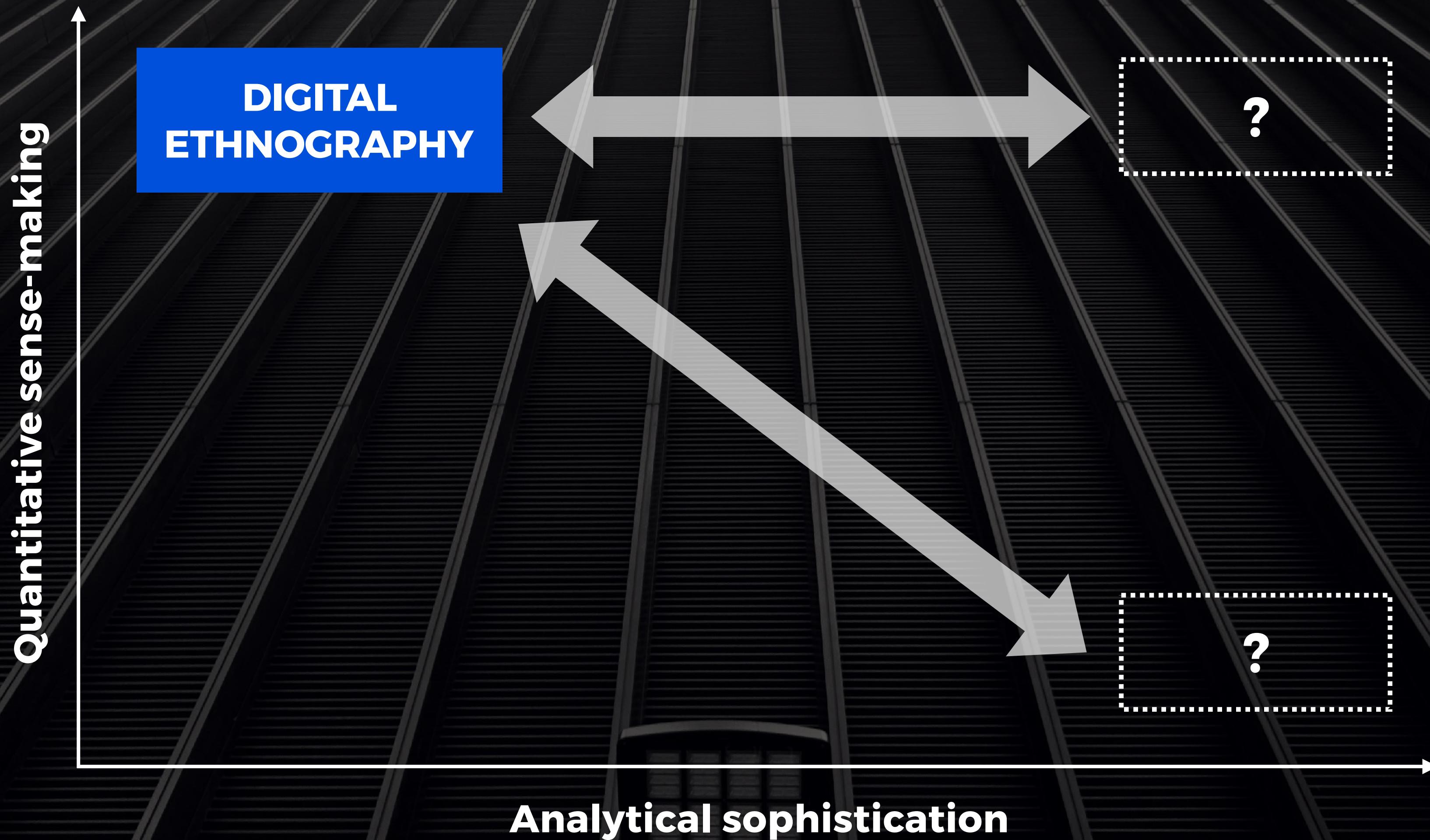
9,815,918
Pokémon Captured



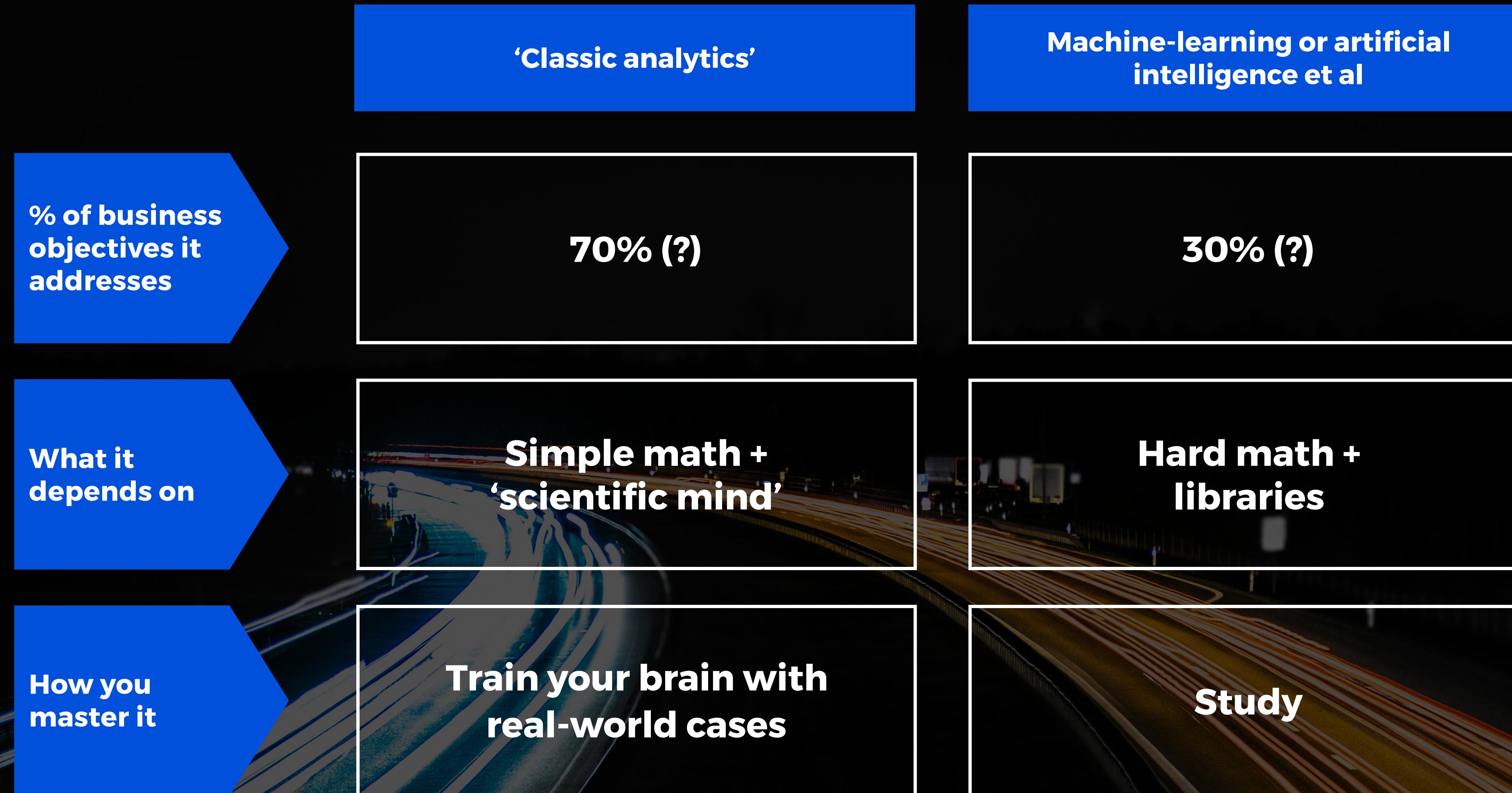
Note: A Pokéstop visit is counted only if the Pokéstop token is spun.



**Digital ethnography requires little analytical sophistication
but extraordinary quantitative ‘sense-making’.**



As a matter of fact, some data scientists have been perilously neglecting how to just ‘grasp the world’ around them and jumping straight into ‘cool stuff’.



I love Kaggle, but there is much more to data science than building hyper-accurate prediction models...



Good 'Kagglng'

- ▶ Engineers features guided through real-world hypotheses
- ▶ Tests hypotheses on how the world should behave
- ▶ Manages to explain the model and why it works
- ▶ Converges more slowly to a higher 'score', but learns how to 'think analytically' along the way



Bad 'Kagglng'

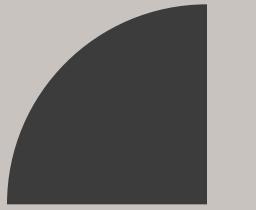
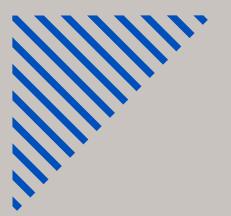
- ▶ Performs brute force feature engineering without 'a clue'
- ▶ Spray and pray
- ▶ Delivers total empiricism: proven results, zero theories to explain them
- ▶ Turns into a robot building another robot. And we know what robots have been doing to humans lately...

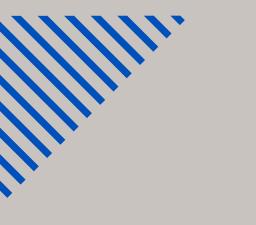


QUESTIONS?

THANK YOU

NIOMETRICS



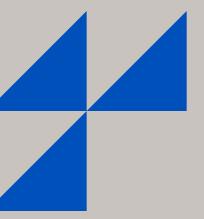


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