# **Screen Time Project Report**

-

#### Nur Deren Sakin 29078

#### 1. Motivation

This project was initiated to gain a deeper understanding of personal mobile phone usage patterns over a one month period. The objective is to analyze how different types of applications contribute to daily screen time and to identify potential areas for reducing unnecessary usage. By reflecting on my personal habits, the insights derived from this project can promote healthier digital behaviors.

#### 2. Data Source

The dataset used in this project was collected by tracking daily screen time for various application categories over a one month period. The data is stored in a CSV file named 'Updated my data.csv'. This file includes fields such as:

- Date: The day when data was recorded.
- Time spent on applications.
- Daily Total Time: Sum of all usage time.

The file contains daily records of my mobile phone usage, categorized into different application types.

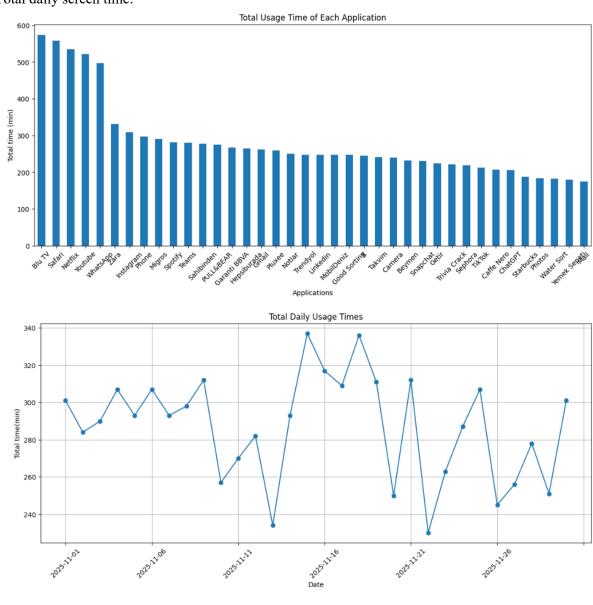
### 3. Data Analysis

#### 3.1 Exploratory Data Analysis (EDA)

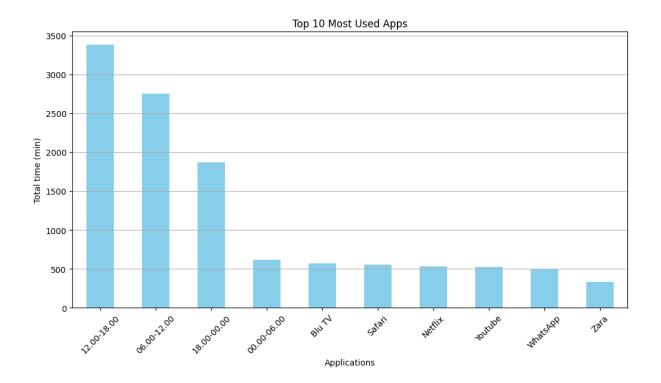
EDA was performed to understand the distribution and trends of screen time over the this period. The main steps include plotting the total daily screen time, analyzing the contribution of different application categories to the total usage, and identifying peak usage days.

## 3.2 Visualizations

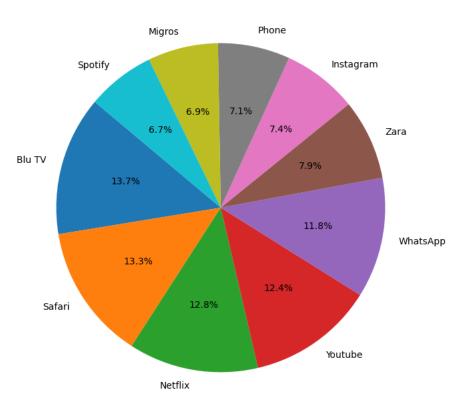
## Total daily screen time:



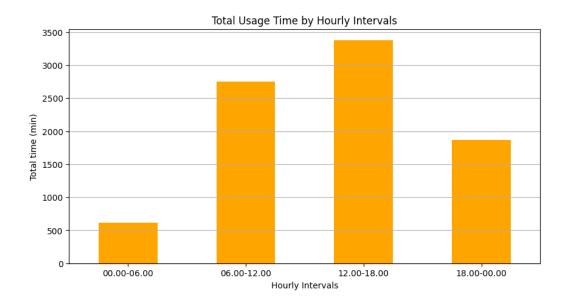
## Total usage distribution by category with pie and bar chart:



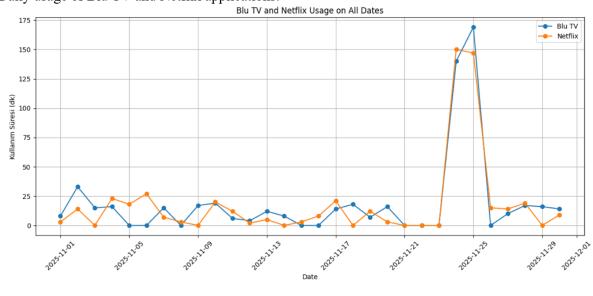
Top 10 Most Used Apps



## Hourly intervals:

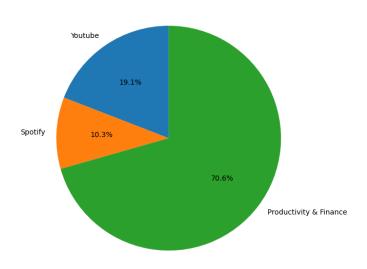


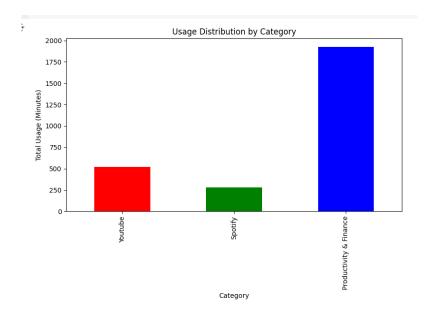
## Daily usage of Blu TV and Netflix applications:



#### Categorical distribution:







## 4. Findings

Key findings from the data analysis include:

- 1. Peak Usage: The highest screen time was observed on certain days due to increased Youtube and Spotify usage.
- 2. Category Contribution: Youtube contributed to total usage, followed by Spotify and productivity apps.
- 3. Weekend Patterns: Screen time increased significantly during weekends, indicating higher engagement in entertainment apps.

#### 5. Limitations and Future Work

#### Limitations:

- The dataset covers only two weeks, which may not be representative of long-term usage patterns.
- Data was collected manually, which could introduce errors.
- There are some gaps in the data.

#### Future Work:

- Automate data collection using a mobile application to improve accuracy.
- Extend the data collection period to capture seasonal variations in usage.
- Apply machine learning models to predict future screen time and suggest optimal usage.

#### 6. Conclusion

This project provided valuable insights into my personal mobile usage patterns. By identifying high-usage periods and understanding category contributions, it is possible to devise strategies for healthier screen time management. Future enhancements, such as automating data collection and incorporating predictive models, could further improve the analysis.

## **Code Explanation**

1. Import the libraries, load the data

```
1 # Gerekli kütüphaneleri import ediyorum
2 import pandas as pd
3 import matplotlib.pyplot as plt
4
5 # Google Drive'dan dosyaları yüklüyorum
6 from google.colab import drive
7 drive.mount('/content/drive')
8 data = pd.read_csv('/content/Updated_my_data.csv')
9
10 # İlk 5 satırı okutuyorum
11 print(data.head())
```

2. Plotting Total Daily Screen Time

```
1 # Günlük toplam kullanım sürelerini hesaplıyorum
2 daily_total_usage = data.groupby('Date')['Daily Total Time'].sum()
3
4 # Sonuçları ekrana yazdırıyorum
5 print(daily_total_usage)
6
7 # Günlük toplam kullanım süresini görselleştiriyorum
8 plt.figure(figsize=(15, 6))
9 daily_total_usage.plot(kind='line', marker='o')
10 plt.title("Total Daily Usage Times")
11 plt.xlabel("Date")
12 plt.ylabel("Total time(min)")
13 plt.xticks(rotation=45)
14 plt.grid(True)
15 plt.show()
```