



Unlocking Insights: Visualizing Mobile Usage Patterns

Group 3:

Janani Krishnamurthy

Mohit Shyam Amode

Lavanya Bunadri

Maelice Yamdjieu

SEATTLE UNIVERSITY

Introduction



•Importance of Analysis

- Mobile devices are integral to daily life, influencing communication, work, and entertainment.
- Analyzing usage patterns helps optimize user experiences and guide technological innovations.
- Provides insights into emerging trends in digital behavior.

•Motivation for the Project

- Inspired by the growing role of mobile devices in communication, productivity, and entertainment.
- Aimed to explore how user demographics and behaviors influence mobile usage.
- Highlights the significance of mobile technology in shaping modern lifestyles.

•Purpose

- Identify meaningful trends in mobile usage across demographics.
- Provide insights for researchers, technology designers, and individuals interested in user behavior.
- Contribute to data-driven decisions in mobile technology design and development.

Dataset Overview



- Source: Mobile Device Usage and User Behaviour Dataset - [Kaggle](#)
- **Dataset Size: 11 variables capturing mobile usage and user demographics.**

Variable Details	
Variable_Name	Description
User_ID	Unique identifier for each user
Device_Model	The model of the device used by the user
Operating_System	The operating system of the device (e.g., Android, iOS)
App_Usage_Time_Mins_Per_Day	Time spent on apps per day in minutes
Screen_Time_Hours_Per_Day	Time the screen is on per day in hours
Battery_Consumption_mAh_Per_Day	Daily battery consumption in milliampere-hour (mAh)
Number_Of_Apps_Installed	Total number of apps installed on the device
Data_Usage_MB_Per_Day	Daily data usage in megabytes (MB)
Age	Age of the user
Gender	Gender of the user (e.g., Male, Female)
User_Behavior_Class	Class representing user behavior patterns

Data Preprocessing Steps



- Removed duplicates to eliminate redundancy.
- Adjusted column names for better readability and clarity.
- Validated for unrealistic or outlier values in columns such as:
 - App Usage Time (minutes/day)
 - Screen-On Time (hours/day)
 - Battery Consumption (mAh/day)
- Factorized categorical variables - "Operating System" and "Gender" for analysis.
- Inspected data structure using summary statistics and head rows.

Project Goals



- **Exploring User Behaviour Patterns:**

Analysing how mobile usage influences different behaviour classes.

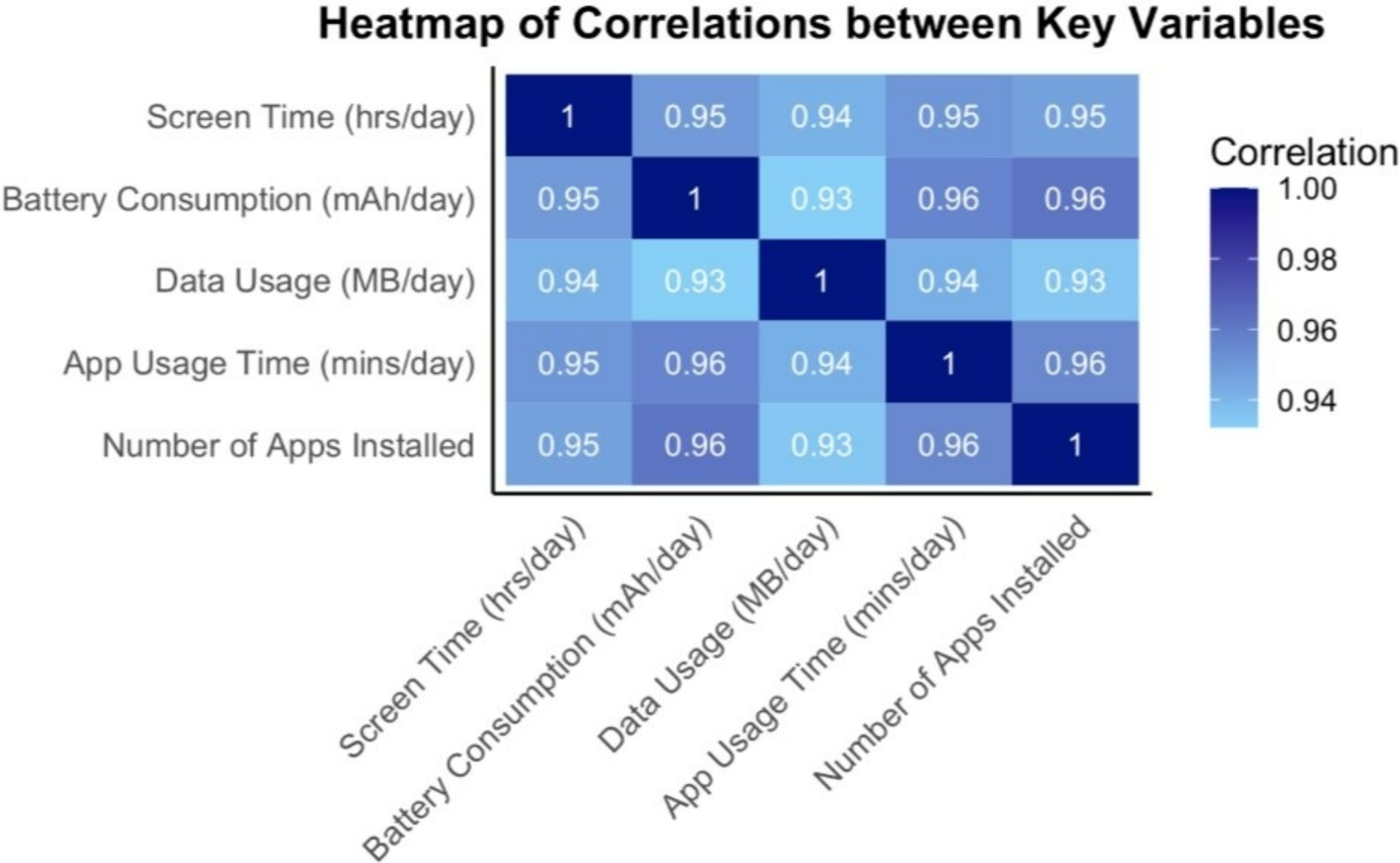
- **Gender Differences in Usage:**

Analysing if male and female users exhibit distinct mobile usage patterns.

- **Age-Based Usage Trends:**

Examining mobile usage across different age groups.

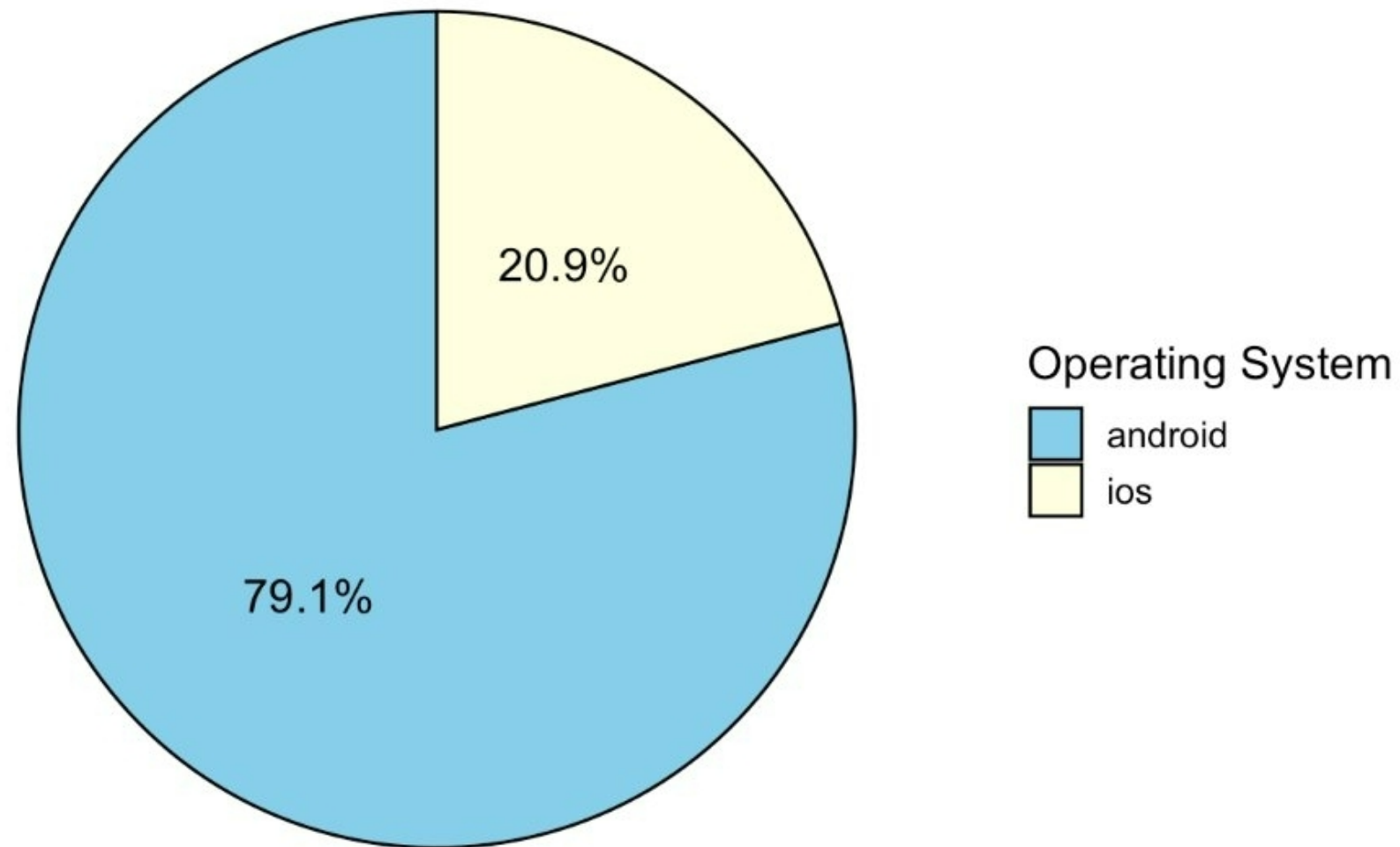
Exploratory Data Analysis



Exploratory Data Analysis



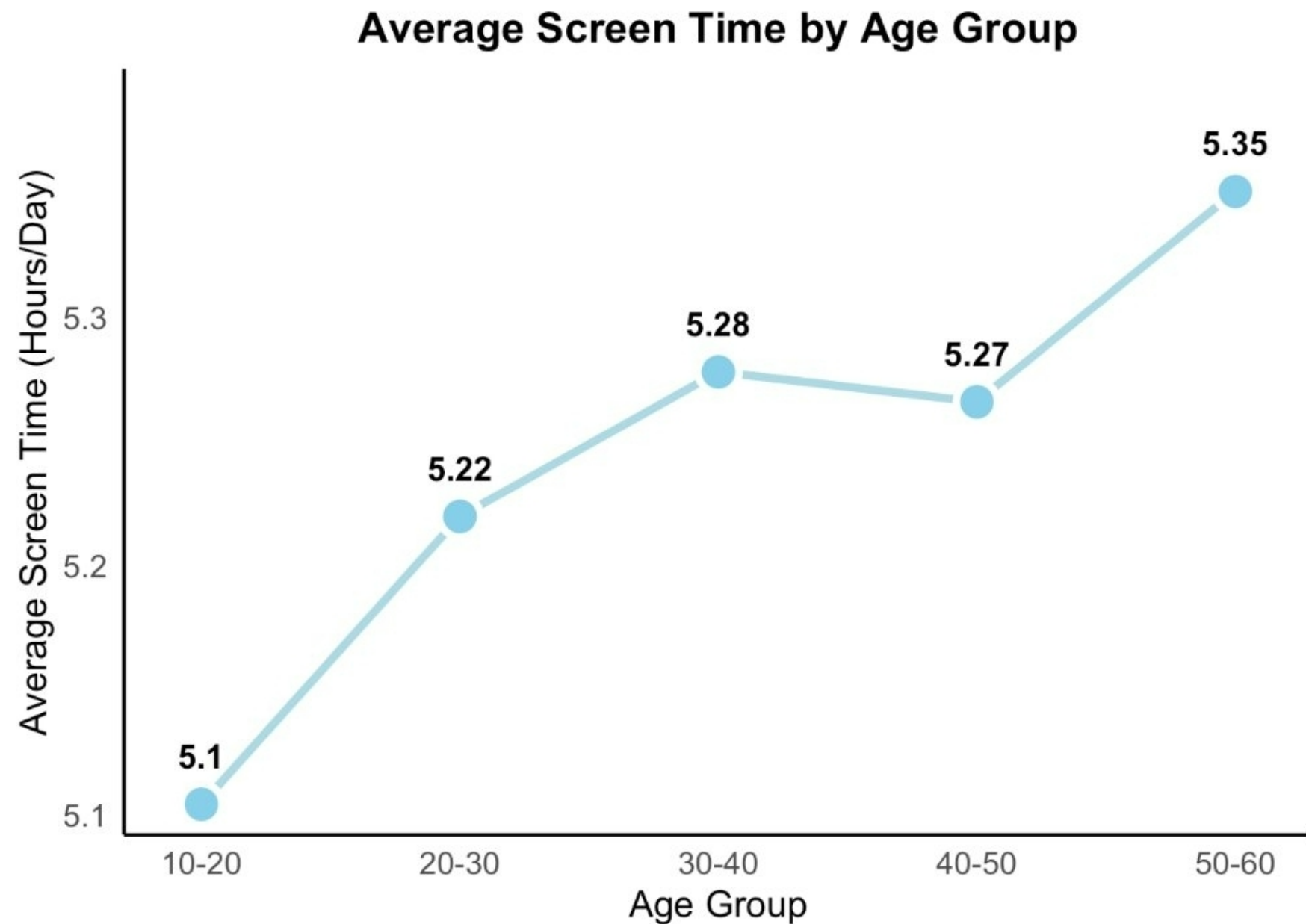
Operating System Distribution



Device Model Distribution



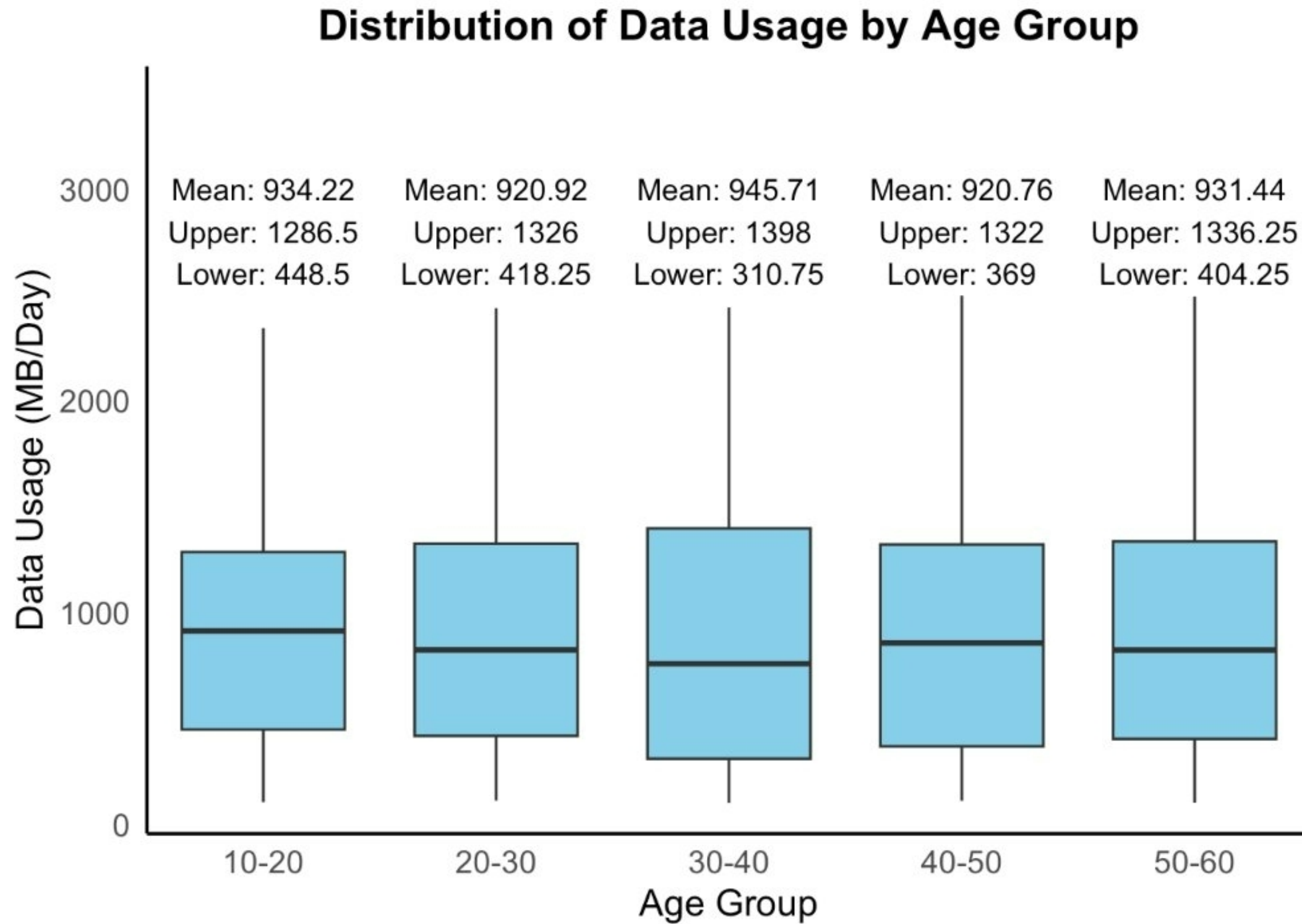
Age-Based Usage Trends



Key Points:

- Mobile usage is prevalent across all age groups, **contrary to common perceptions.**
- Steady rise in average screen time across age groups.

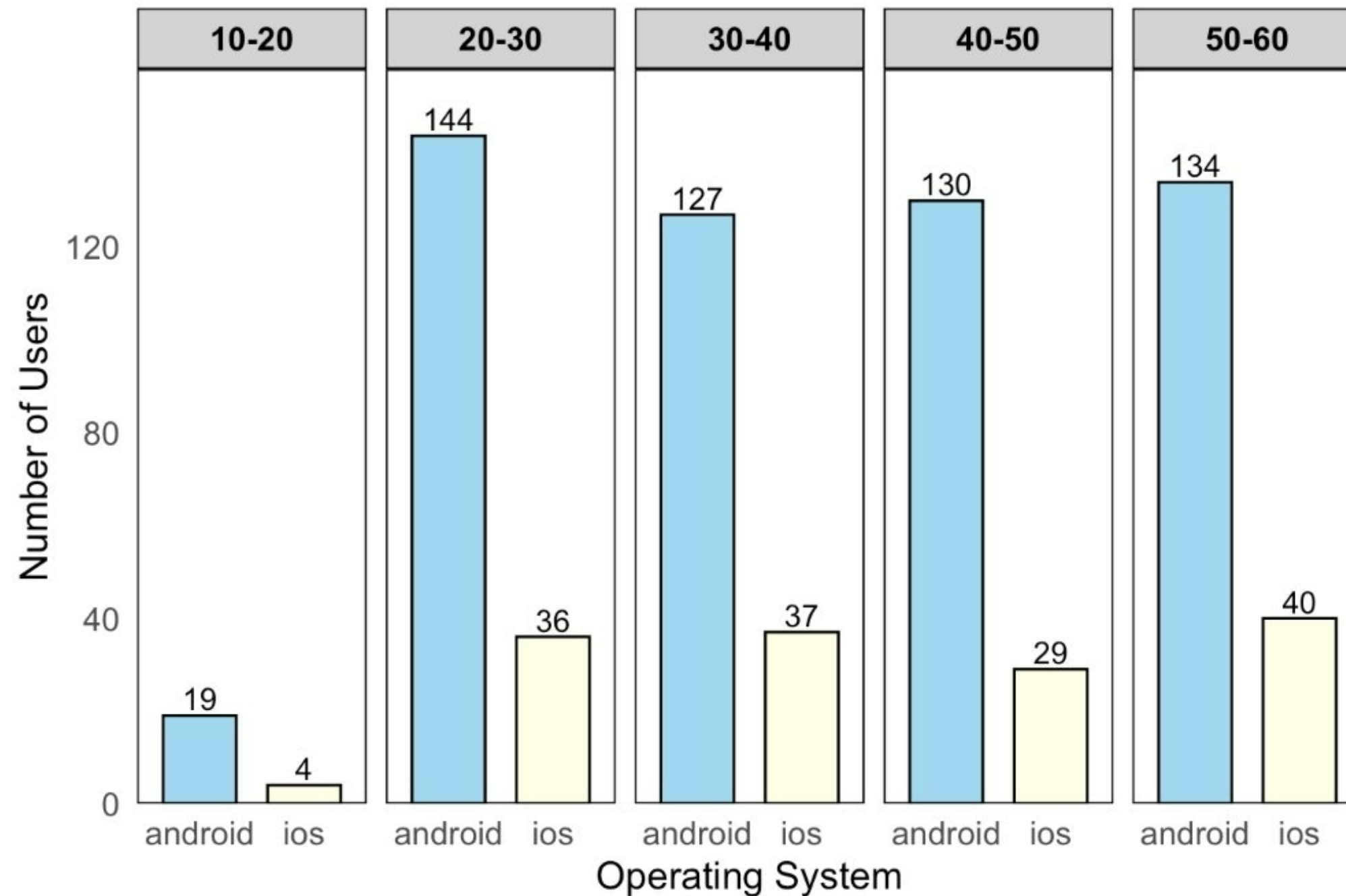
Age-Based Usage Trends



Age-Based Usage Trends



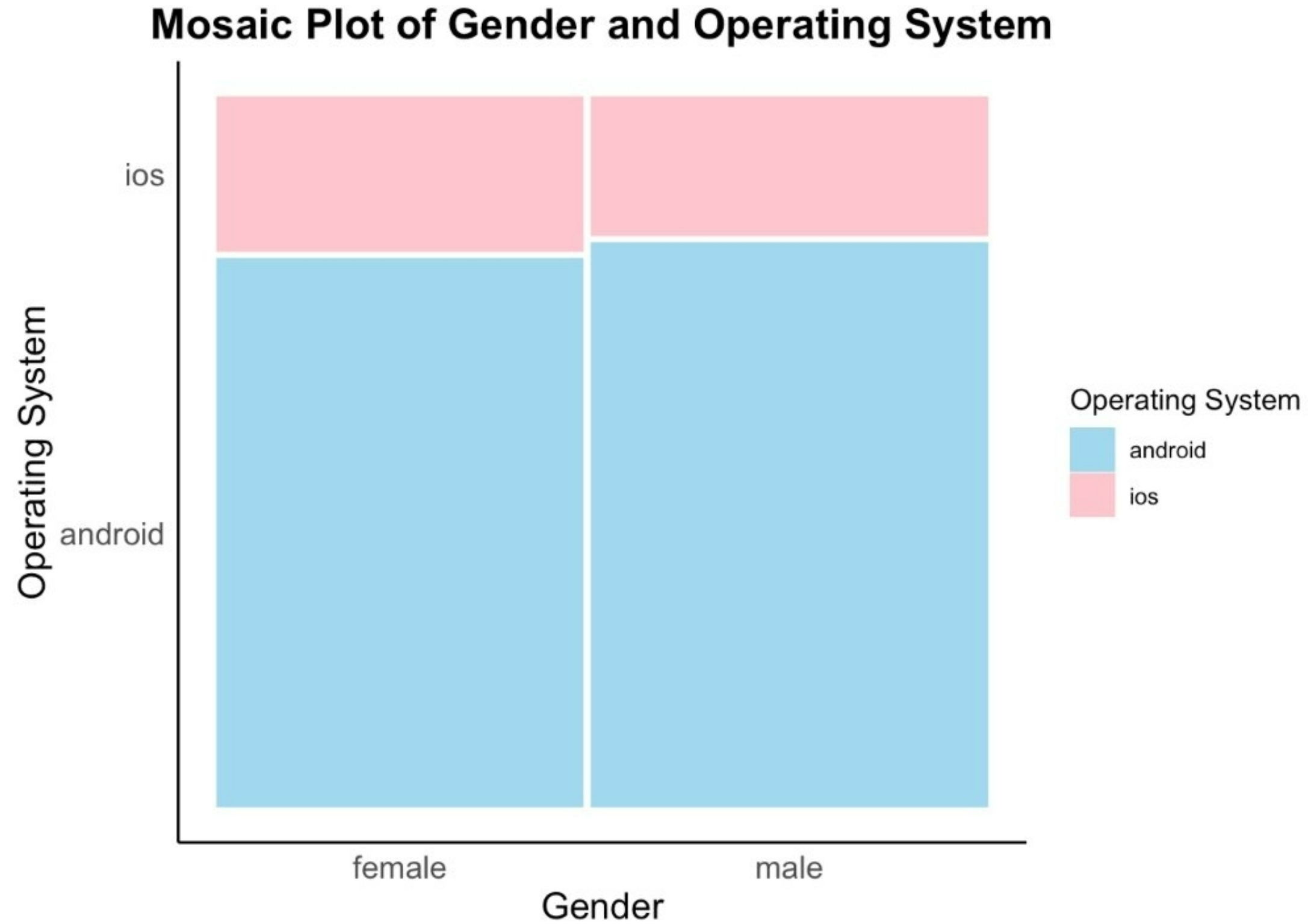
Operating System Users by Age Group



Key Points:

- Android Leads: Dominates across all age groups.
- **Steady Trends:** Android remains high; iOS lower but stable.

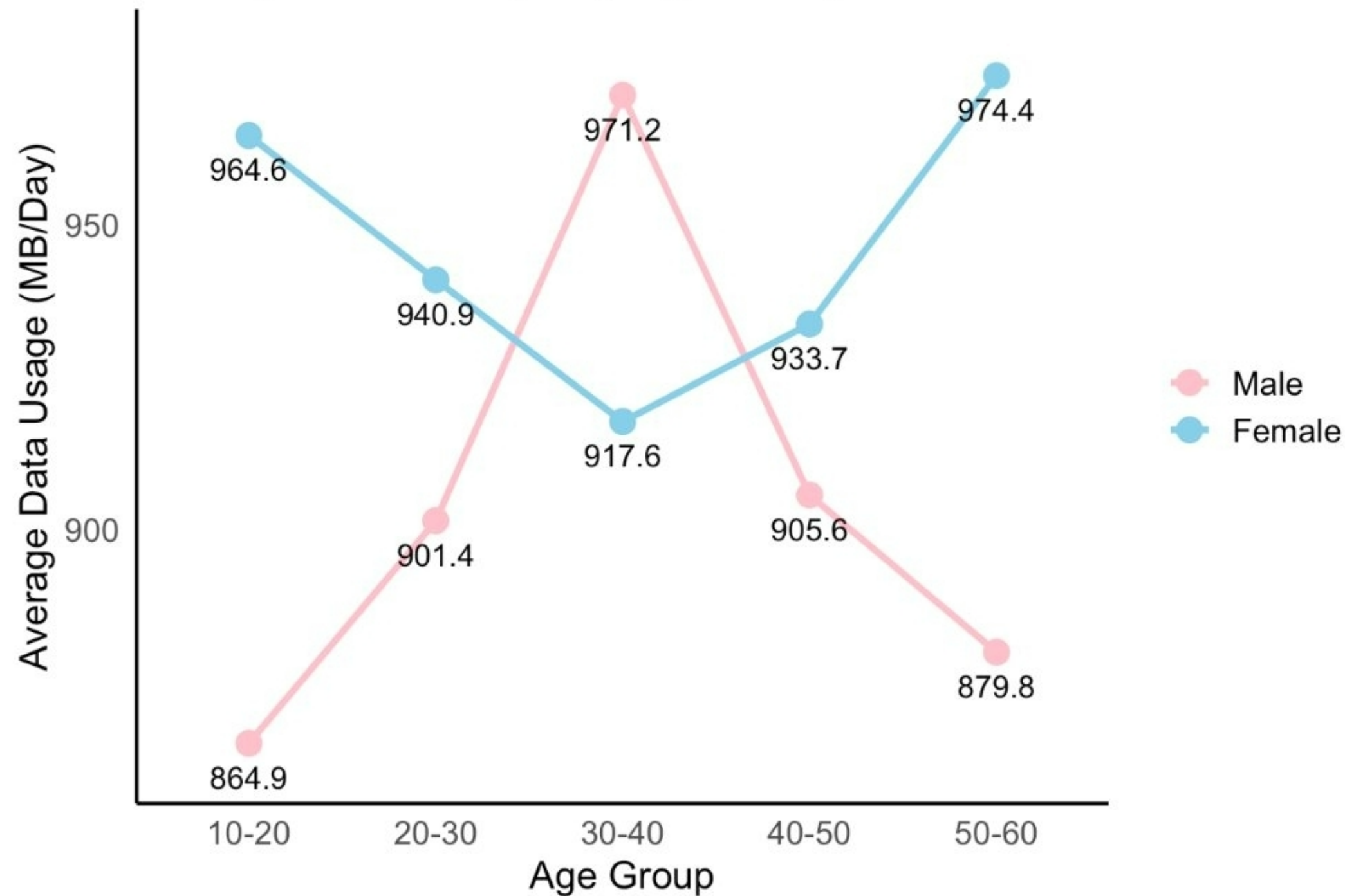
Gender Differences in Usage



Gender Differences in Usage



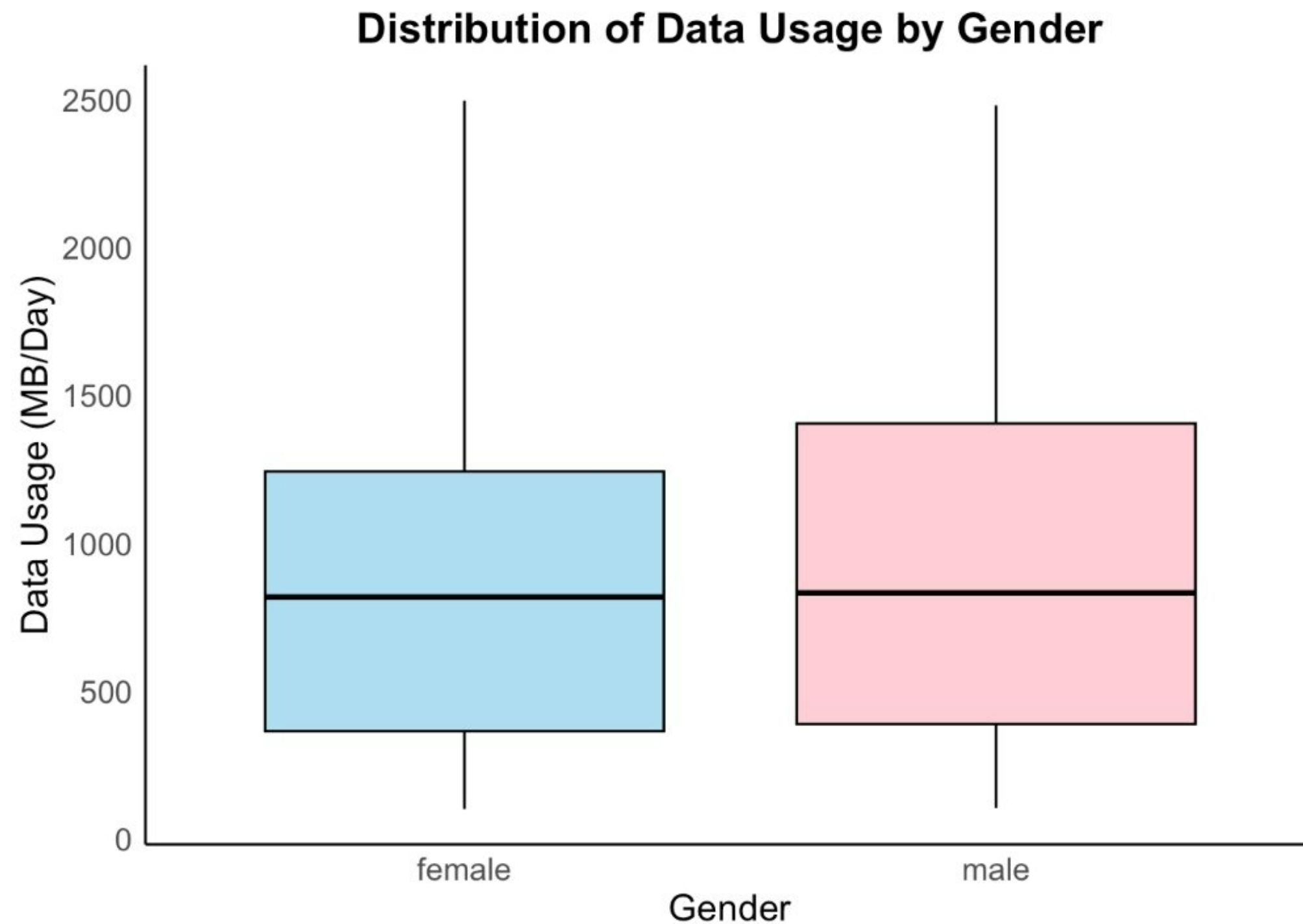
Average Data Usage by Age Group and Gender



Key Points:

- Data usage remains relatively stable across different age groups.
- **Males:** Tend to have higher data usage in younger and older age groups.
- **Females:** Exhibit higher data usage in the 30-40 age group.

Gender Differences in Usage



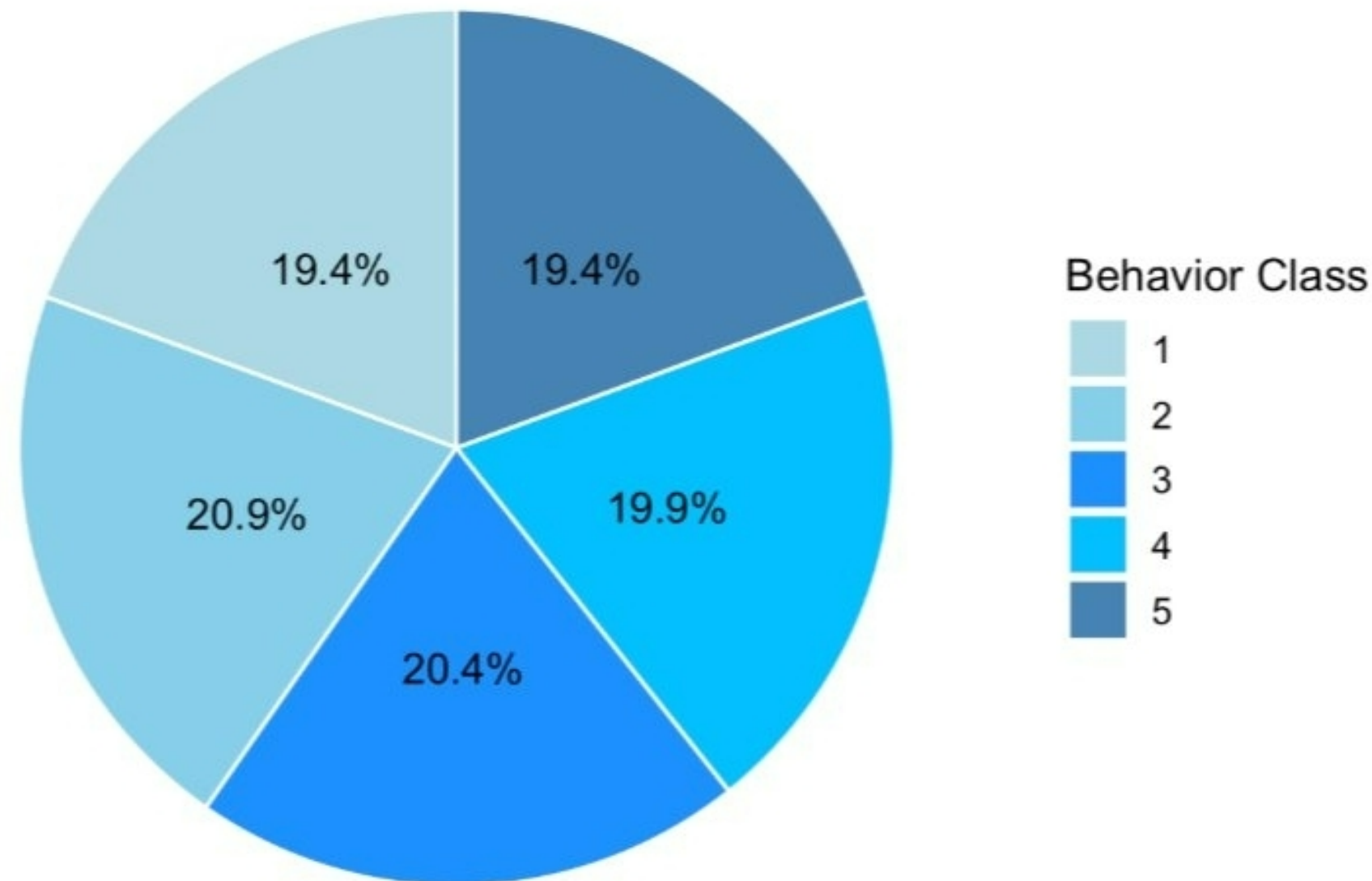
Key Points:

- **Both genders show similar median usage.**
- Males seems to have slightly more variability in data usage than females.

Exploring User Behaviour Patterns



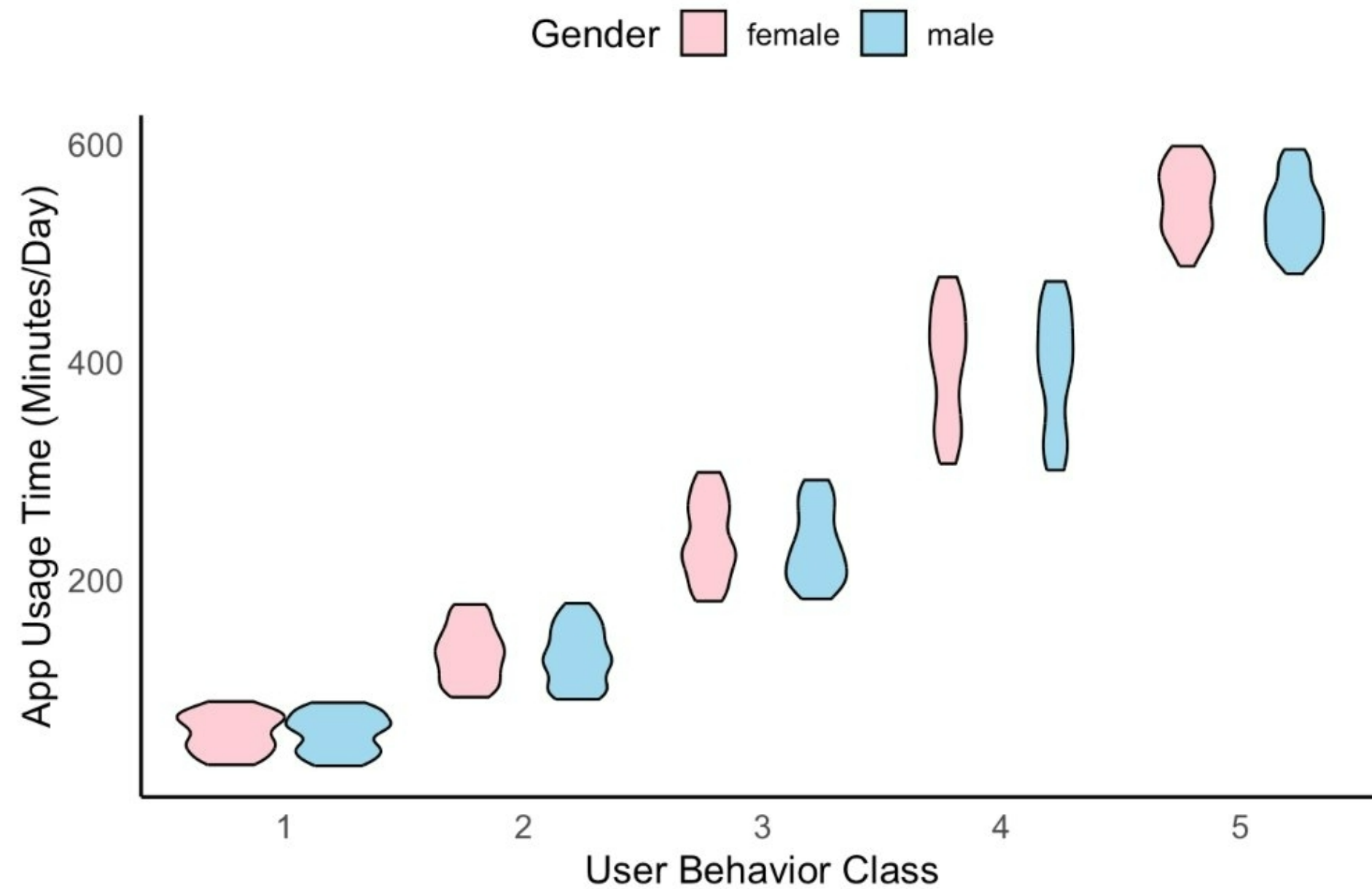
User Behavior Class Distribution



Key Points:

- **Light Usage (Class 1): Minimal User**
- **Moderate Usage (Class 2):** Slightly higher usage than Class 1
- **Average Usage (Class 3):** Typical user patterns with moderate values across metrics.
- **Heavy Usage (Class 4):** High user compared to other 3 classes.
- **Extreme Usage (Class 5):** Maximum levels representing as power users

Exploring User Behaviour Patterns



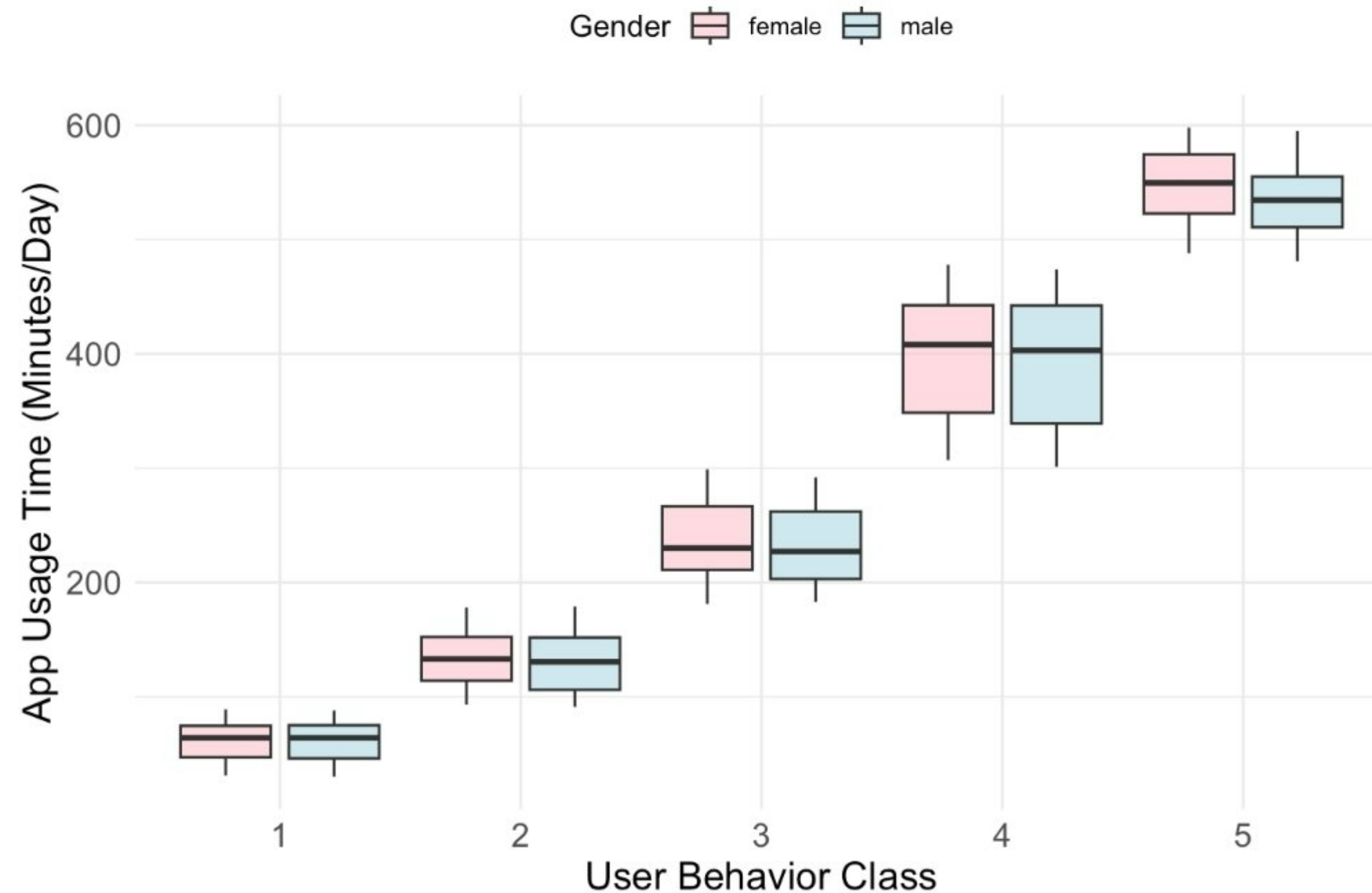
Key Points:

- App usage time increases with user **class**.
- Do they vary between Gender?

Exploring User Behaviour Patterns



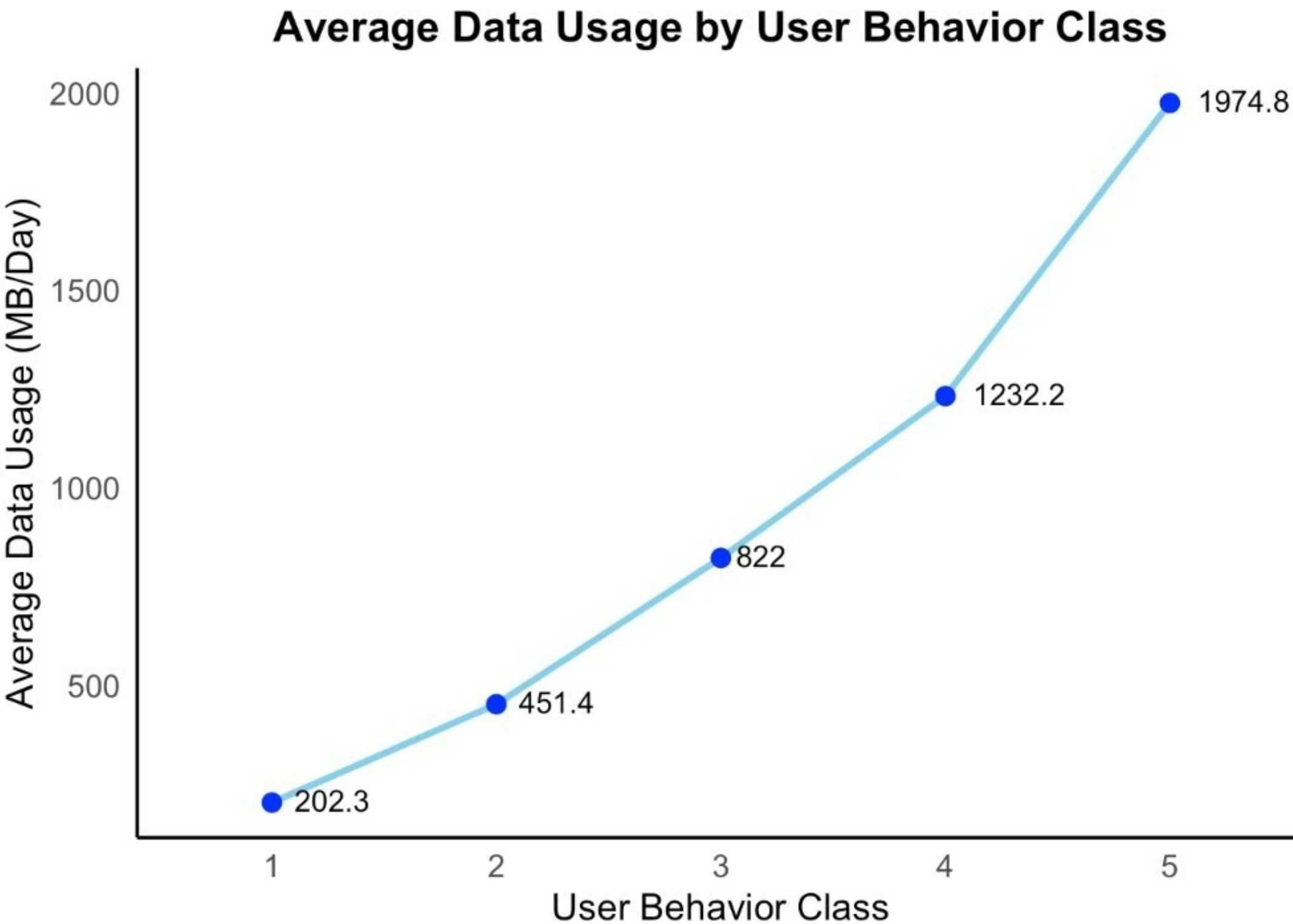
App Usage Time Distribution by Gender and User Class



Key Take away:

- Female users in Class 5 have slightly higher average app usage time than male users.

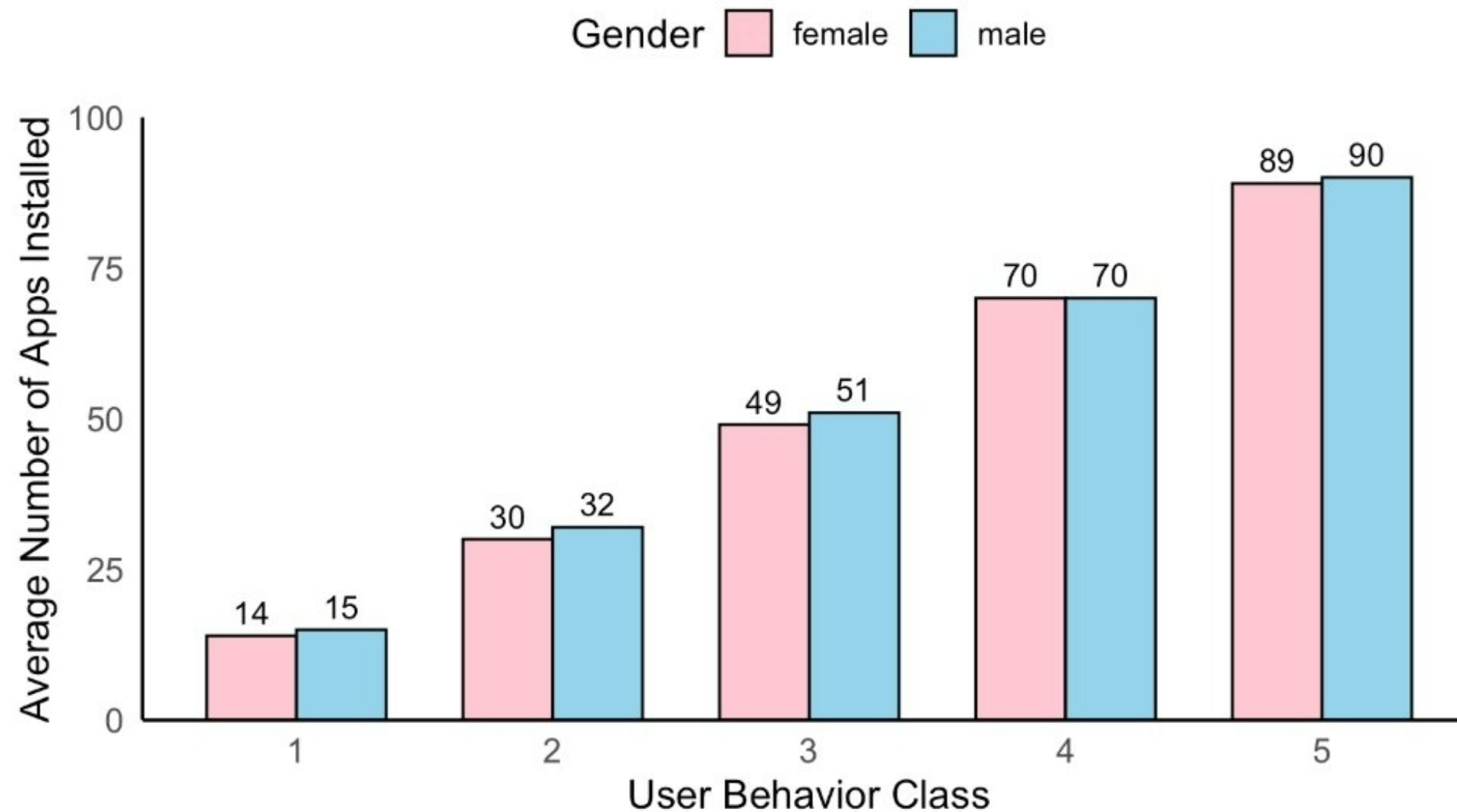
Exploring User Behaviour Patterns



Exploring User Behaviour Patterns



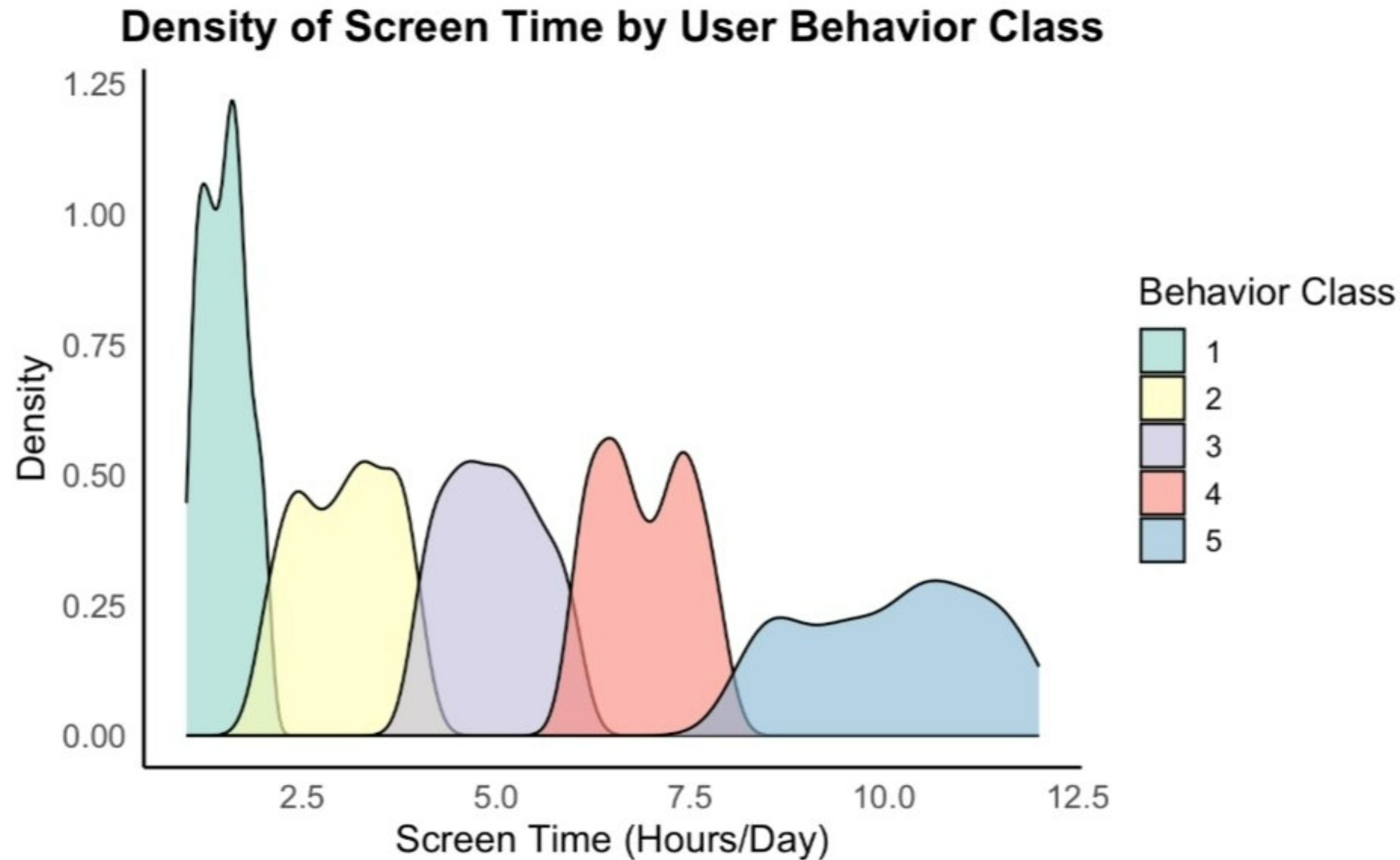
Average Number of Apps Installed by User Behavior Class and Gender



Key Take away:

- **Increasing App Installations with User Class**
- Men lead the way in app diversity across all **user classes.**

Exploring User Behaviour Patterns



Key Take away:

- **Screen Time Increases with User Class**
- Each class exhibit varying levels of **screen time.**
- Overlap in screen time between **different user classes**

Exploring User Behaviour Patterns



Conclusion



- **Dominance of Android**

Android devices are significantly more popular than iOS among users.

- **Mobile Usage Across Age Groups**

Contrary to common perceptions, mobile usage is relatively consistent across all age groups.

- **Gender-Based Insights**

Men tend to have more apps installed, while women show slightly higher app usage time.

- **Gender-Based Trends in Data Usage**

Males have higher data usage in younger and older age groups, whereas females show higher usage in middle age compared to younger and older groups.

- **Classification of User Behaviours**

User behaviour was effectively categorized based on usage rates, highlighting distinct patterns.

Future Scope



- **Expand User Segmentation:** Analyse more user groups (e.g., location, income).
- **Explore Temporal Trends:** Study how mobile usage patterns evolve over time.
- **App Category Analysis:** Investigate usage by specific app categories (social, productivity).
- **Predictive Modelling:** Build models to forecast future usage trends.
- **Mobile Usage & Health:** Analyse the impact of usage on health (e.g., screen time, sleep)



Questions and Discussion



SEATTLE UNIVERSITY



Thank You!

SEATTLE UNIVERSITY