Mobile Safety Project

01/31/2017
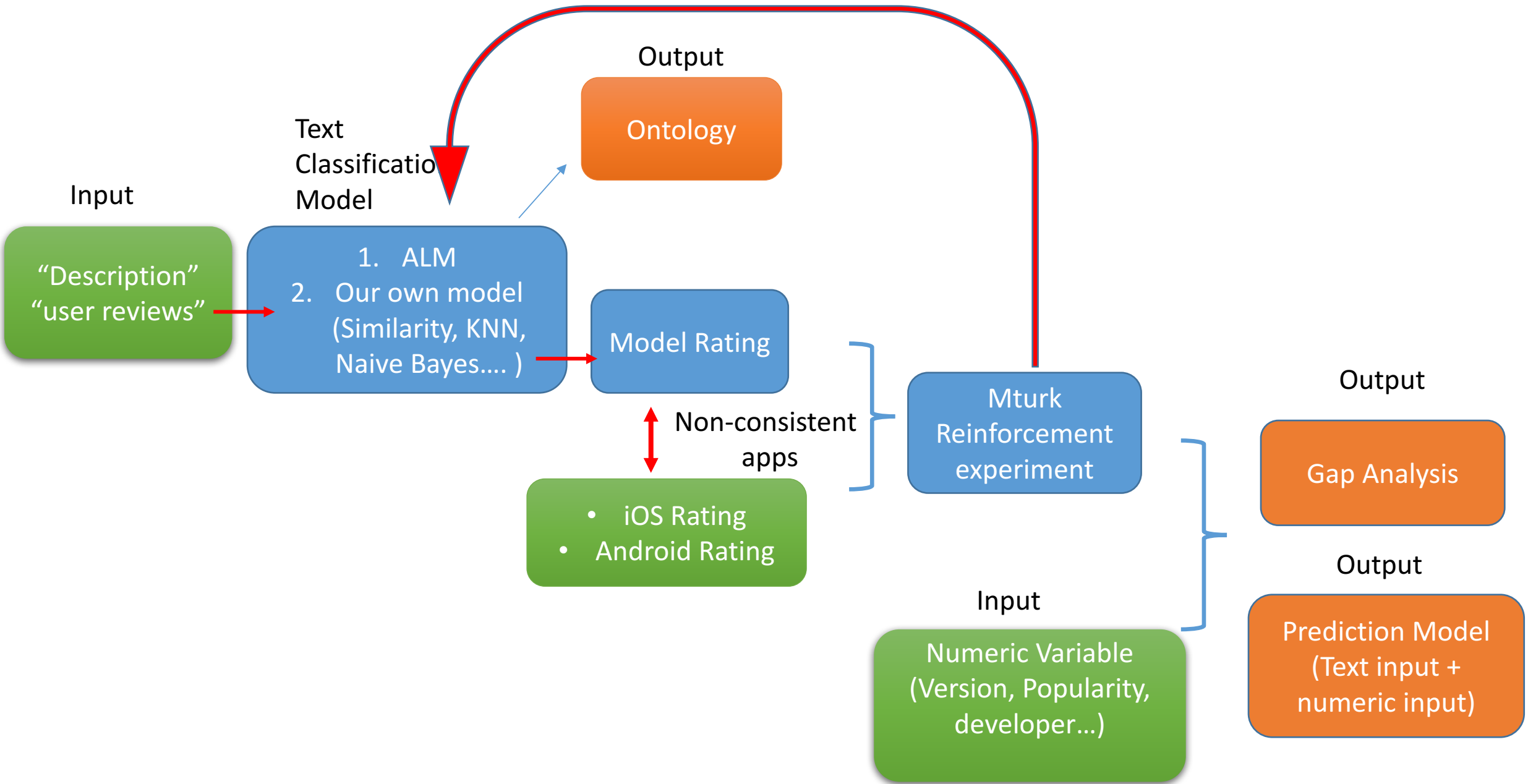
Popular apps get overrating more

Diff Level	popular	popular%	unpopular	unpopular%
-1	1	1.3%	1	1.0%
0	67	89.3%	95	95.0%
1	5	6.7%	1	1.0%
2	1	1.3%	3	3.0%
3	1	1.3%	0	0.0%
Total	75		100	
overrate%:		9.3%		4.0%

-Over rate: 'gambling' content, over rate?
-over rate: high version tent to over rate, reason?

GameName	MTLevel	Apple Level	Rating Diff	Rating Description	Version
Panda vs Aliens - Impossible Fight	2	1	-1	0	'1.1'
Quadropus Rampage	2	3	1	'Frequent/Intense Cartoon or Fantasy ViolenceInfrequent/Mild Profanity or Crude Humor'	'2.0.50'
Pancake Maker - Breakfast Chef	1	3	2	'Infrequent/Mild Simulated Gambling'	'1.1'
Quado Games - free family games	1	3	2	'Infrequent/Mild Simulated Gambling'	'4.0615'
The DIFFERENCES Free for iPhone	1	3	2	'Infrequent/Mild Sexual Content and Nudity'	'1.1'

- Free/Paid app variable missing

- Developer variable, where and how to find?

- Next step:
- Compare policy with actual rating?
- Mturk: data –more not 4+
-                     - full information game
-                     - Android, ios pair

Reinforcement Model: find inconsistency

- 1. www paper: ALM ()
- 2. name, description(similarity- program efficiency) categorize (Nearest Neighbor)
- Suppose they are rating similar
- Find 10 apps that is similar to this app,

- →identify inconsistent app, put into Mturk

- Matching algorithm

To-dos:

- iOS apps and Android apps crawl (current one has metadata missing)
- ALM realize using Python
- Research on other classification model (KNN, Naïve Bayes…)
- iOS Android apps matching algorithm