College event feedback report

# 1. Dataset Overview

Total Feedback Entries: 20

Average Rating (out of 5): 4.15

This dataset includes student feedback on multiple college events such as Tech Fest, Cultural Night, Hackathon, and Sports Day.

# 2. Sentiment Analysis Method

VADER lexicon was not available in this environment; TextBlob polarity is used as a fallback for sentiment scoring.

Sentiment labels were assigned as Positive (score >= 0.05), Neutral (between -0.05 and 0.05), Negative (<= -0.05).

# 3. Event Ratings Summary

Tech Fest: Avg Rating = 5.00, Avg Sentiment = 0.38

Cultural Night: Avg Rating = 4.00, Avg Sentiment = 0.43

Hackathon: Avg Rating = 4.00, Avg Sentiment = 0.30

Sports Day: Avg Rating = 3.40, Avg Sentiment = 0.32

# 4. Department-wise Sentiment Analysis

Civil: Avg Sentiment = 0.37

CSE: Avg Sentiment = 0.37

Mechanical: Avg Sentiment = 0.36

ECE: Avg Sentiment = 0.34

IT: Avg Sentiment = 0.33

# 5. Sentiment Distribution

Positive: 80.00%

Neutral: 15.00%

Negative: 5.00%

# 6. Key Recommendations for Event Organizers

1. Focus on high-impact events such as 'Tech Fest' and 'Hackathon' which received excellent ratings and positive sentiment.

2. Improve organization and scheduling of 'Sports Day' events to increase satisfaction.

3. Enhance engagement during 'Cultural Night' with interactive sessions and better lighting/arrangements.

4. Address common student suggestions such as better time management, rest areas, and snack arrangements.

5. Encourage students to provide more detailed qualitative feedback for better event improvement analysis.