

## Big Data Analytics : EPJ Component Review 0

SLOT : E1

### Team Members :

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### TITLE :

Analysis of Screen time based on lifestyle during pandemic

### AIM :

Collect relevant data by means of an online survey to find interesting association rules and correlations regarding screen time (social media content consumption , binge watching , video gaming ,online work or study, etc)

### Approach:

Parameters:

- 1) Age
- 2) Sex
- 3) B.M.I ( calculated using Height and Weight (which will be collected while surveying) ,  
which will be further used for classifying the individual as under weight ,normal,  
over-weight , obese)
  - > Body weight before the start of pandemic ( 2019)
  - > current body weight
- 4) Job / Educational qualification
- 5) Exercise and workout schedule

Target variable:

### 6) Necessary Screen Time:

Screen time on work related activities (online classes , self study , net banking, etc)

### 7) Unnecessary Screen Time:

- > Time spent on social media
- > Time spent on video games

-> Time spent on online shopping

-> Time spent on streaming and binge watching

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Each of the continuous variable would be converted into categorical variable and then unsupervised learning algorithms or associative rule mining algorithms ( frequent pattern mining algorithms) would be used to identify interesting patterns.

Interestingness measure used : Support and confidence ( although not sure about it at this stage)

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