An overview of the interaction of content

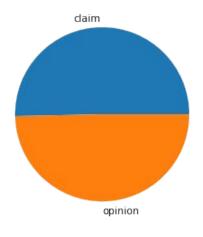
### **Project Overview**

The task is reduce the amount of content that needs to be reviewed and increase our likelihood of detecting bannable content.

# **Details**

# **Key Insights**

Content that needs banning is higher levels of interaction given most content is unnoticed.



Showing the content is divided evenly into claims versus opinion

# **Next Steps**

#### An overview of the interaction of content

## ISSUE / PROBLEM

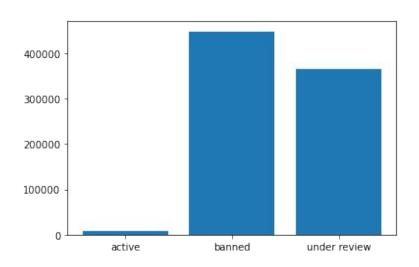
Reduce the amount of content that goes to our moderators

## RESPONSE

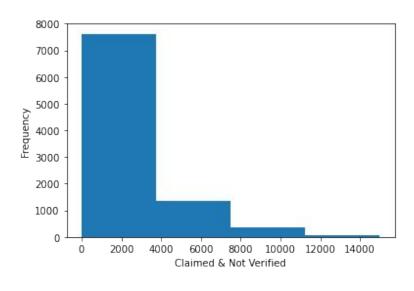
Create a model that detects high interacted content to increase likelihood of detecting bannable content

# IMPACT

Keep with the company visions safe and inclusive community for our users.



THe bannable content has a higher than normal view count



This show the count of not Verified is higher than normal for claims

# KEY INSIGHTS

We discovered that interaction rates are higher than normal in all forms of interaction for content that needs to be banned.

An overview of the interaction of content

> ISSUE / PROBLEM

Reducing the inflow of content to our moderators

RESPONSE

Create a machine learning model that looks for content that is highly interacted with and brings it to the attention of our moderators

> KEY INSIGHTS

The increase of time spent on banning the needed content.

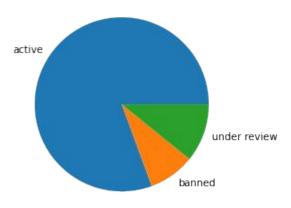


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An overview of the interaction of content

#### **OVERVIEW**

As we have seen that content that has high interaction needs to be sent to the moderators before it becomes a problem.

### **PROJECT STATUS**

We have isolated the key insights that drive banning content, but we are still building the model.

#### **NEXT STEPS**

Build the machine learning model that uses the insights to send content directly to the moderators.

#### **KEY INSIGHTS**

Most content goes unnoticed so activity is extreme activity is highly irregular.

