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**Capstone Project Abstract**

**Description:** Rapid surge in numbers of smartphone users have made the world a hub of global network. As communication remains the most developed and always evolving aspects of technology, smartphones have paved a way for enhancing communication and increasing global connectivity to a promising level. According to a report from PewResearch.org, there are estimated 5 billion smartphone users as of 2020 and this number is increasing every single day. While smartphone ownership and usage are an exciting insight to look forward to, but the engagement of the smartphone however can tell a different story.

Developers of the RescueTime, an iOS and Android app claim that an average person checks their phone 58 times a day. This number consists of activities like calling, texting and most of all loading apps especially social media platform apps. While this may look normal for an average user, the increasing engagement with smartphones has brought issues among users ranging from behavioral, interpersonal, and even mental. My capstone paper titled ***“An Insight into Smartphone Obsession and it’s Adverse Effects***” will explore, analyze, and interpret the engagement with smartphone and how that can be distressing, distracting, and depressing.

**Motivation:** The motivation to purse for this type of analysis came through my own experience as a smartphone user. I have felt, seen and heard about smartphone addiction and I know for fact that too much of screen time can kill one’s productivity and incite other problems that affects one in areas of education, professional career and health. I thought writing an analysis paper would help me and others understand the issue.

**Problem to be Solved:** This paper would help in correctly identifying the problem of smartphone addiction and the adverse effect it induces by shedding some light on the rising issues with smartphone obsession and its extensive use. This paper also hopes to instill some level of awareness to the readers by interpreting the problem and highlighting the issues.

**Data Sources:** This paper will rely on datasets, reports, and other analysis from various sites like Google Dataset, Kaggle.com, ResearchGate, PewResearch.org, Statista.com, Data.gov and TWU Academic databases.

**Proposed Approaches:** As for the approaches go, the statistical analysis will be done using one of the either language i.e. Python or R. The visualization part would be done with Tableau. All the analysis and visualization would be based on the dataset obtained from the online sources.

**References**

Silver, L. (2019, February 5). *Smartphone Ownership Is Growing Rapidly Around the World, but Not Always Equally.* PewResearch.org. <https://www.pewresearch.org/global/2019/02/05/smartphone-ownership-is-growing-rapidly-around-the-world-but-not-always-equally/>

MacKay, J. (2019, March 21). *Screen time stats 2019: Here’s how much you use your phone during the workday.* RescueTime: Blog. <https://blog.rescuetime.com/screen-time-stats-2018/>