

A STUDY OF MOBILE PHONE USAGE

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Abstract: As we know in India use of mobile phone is increasing tremendously. India's telecommunication market is second largest market in the world. Now day's in India phone is available to person right from the age of 8 or 10 years. Yes, we can say mobile phone technology has brought the world closer. It provides different features like calling, texting, gaming and many of them use phone for there business work. By my own survey I come to know that the majority of the users are in the age group of 15 to 25 years. Yes, mobile phone reduce face to face communication but we can do that now in the need of time. Also, it overcomes one's loneliness. You should know what you exactly want. How you choose or decide to buy phone by looking brand, price design/structure, durability, battery backup or inbuilt features. The study is to Predict what type of phone did today's generation looking for.

What types of changes needed to be done in a normal phone. Not only costly updates but also some cost-cutting can takes place while designing phone. It will help a lot because in todays date maximum peoples want more while spending less. If any of company want's to be in race obviously they should give more in less amount. This study aimed to study the mobile phone design and features needed in future

Index Terms - Component, formatting, style, styling, insert.

I. INTRODUCTION

A mobile phone is a device that can receive telephone calls over a radio link whilst moving around wide geographic area. Recent studies studied that cellphones have evolved into something more than a simple communication tool, gaining its own place in various aspects of social interaction. Some studies revealed that cellphone plays an integral part lives of young peoples.

Mobile devices seems to have invaded. At each moment, you see a mobile in use by someone. This technology permeated even such distant reaches of the world. As never thought before. According to communication, it very essence of mobility in media as it allows instantaneous interactive communication over a long distances the cell phone device offers us security, safety, accessibility, and other benefits . It is also seen as a possibility of spur-of-the-moment business or casual meeting and also through the mobile data services that allow you to find where other people are located in building or surrounded area.

Earlier study have shown that various personality traits like neuroticism, extraversion, psychoticism, etc. and mobile use have some connection to each other. The gender and age will also play some main role in height mobile phone use. The provision of the additional features like Internet, Music, and Radio etc. may be resulting in use of mobile phone. The point is you should be aware about the device you use. Some spend more to buy phone but some get same features in less amount. For the development of world it is estimated that the mobile phone used should be full of features without spending a lot on that.

LITERATURE SURVEY

1) Lane and Miluzzo in their research they states that today's smartphone not only play as the key components for people in computing and communication at what mobile they preferred. But they also materialize with affluent set of ingrained sensors, such as an accelerometer, digital compass, gyroscope, GPS, microphone, and camera. The combinations of these technologies and approach opens the door for new innovatory research and will lead to the development of perceiving newly application that will give us different results. In this article they have given an overview of the sensors of the phone and their potential uses for the usage and also to bring the beginner or specialist not operating in this range quickly update with where things stance.

2) Qi, H. and Gani in their research states that, in past few years leading progress in the field of network based on technologies and applications of phones with new features have led to impetuous growth. Concurrently, smartphones are contemplated as the illustrative for the various mobile phone devices as they have been attached to the internet server with the rapidly increasing rise wireless network technology. Ubiquity and mobility are two main features in the upcoming procreations network which provides a exhibit network.

3) Chang and Y.F. states that mobile phones in prevalent categorized into three parts such as basic phones, multimedia phones and smart phones transacting from one generation to another. Main operators for smart phones that empower convenient and protected like secure mobile economic services are electric wallet application, broadband internet access, high computing powers etc. There are many smart phones competing each other by their features such as iPhone OSX, Nokia Symbian, Microsoft windows mobile and many others. The standard for mobile economy and growth will be very application specific.

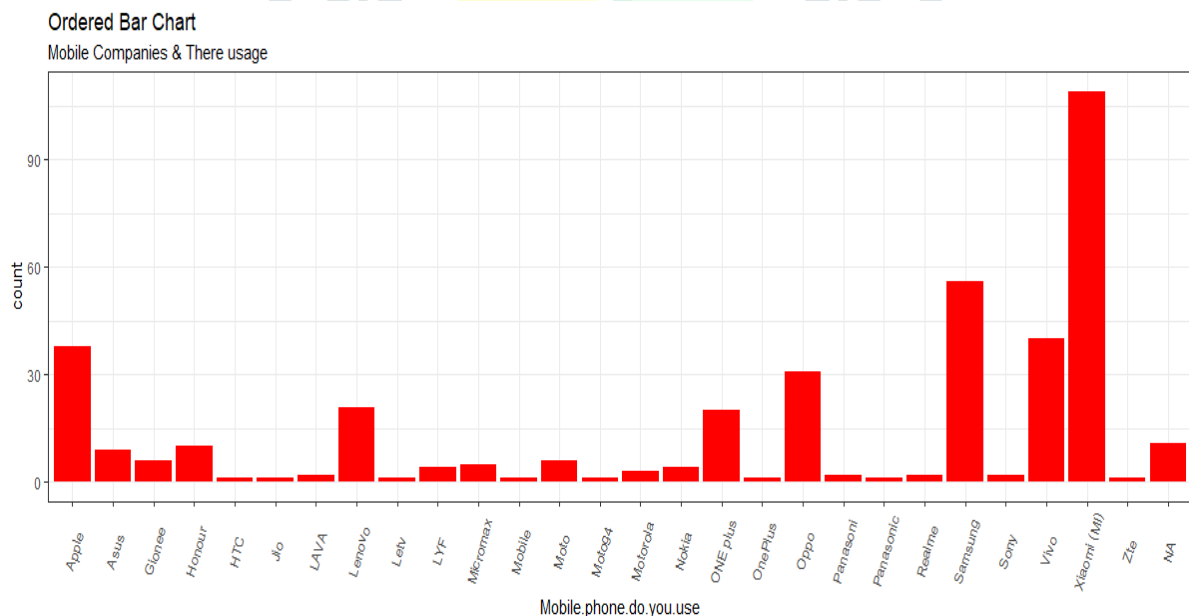
Dataset Description:-

Dataset is collected by doing a real time online survey using Google forms to analyze the usage of mobile phone. Data is collected from people of all the age groups to know who use that most and for what they use. In Google form questions was asked like basic information about their phones like Which phone they use, information about internal/external storage, Time they spend using mobile phone, battery backup of their phones, are they satisfied with their phones or not, which feature they use in maximum amount or what type of additional feature they want in their phones. This will help companies to design their phones. This dataset consists of 398 observations. Information is collected on February 2019.

1	Simcards	Ram	Internal storage	External storage	How much are you using	Are you satisfied	Which company	Ac battery	Hours	satisfied	For what purpose do you exactly use your phone	Will you suggest same phone to other who use it	Any special feature
2	Yes	4	64	1	256	Yes	Cash	Alter Com	9	More than 2hr	Yes	Calls;Texting;Business work;Watching movies/series;Using social sites	
4	No	4	32	1	256	Yes	Cash	Local Easy	8	1hr - 2hr	Yes	Calls;Texting;Watching movies/series;Using social sites	
5	No	3	32	1	128	Yes	Cash	Branded	10	1hr - 2hr	Yes	Gaming;Business work;Using social sites	No
6	Yes	2	64	2	0	Yes	Cash	Branded	9	1hr - 2hr	Yes	Calls;Using social sites	Yes obviously. Because it has good features
7	Yes	3	32	1	128	Yes	Cash	Local Easy	10	3hr - 5hr	Yes	Calls;Texting;Business work;Watching movies/series;Using social sites	Not right now
8	No	8	128	2	64	Yes	Cash	Same Con	8	3hr - 5hr	Yes	Gaming;Calls;Texting;Business work;Watching movies/series	No
9	No	4	64	1	256	Yes	Cash	Alter Com	9	3hr - 5hr	Yes	Gaming;Calls;Watching movies/series;Using social sites	
10	Yes	4	64	2	0	Yes	Cash	Same Con	9	3hr - 5hr	Yes	Calls;Texting;Business work;Using social sites	Yes overall best phone for student.
11	No	2	32	2	0	No	EMI	Local Easy	3	More than 2hr	No	Gaming;Calls;Using social sites	Other because ram is to low and garphic is Ram to
12	No	4	64	1	128	Yes	Cash	Same Con	7	3hr - 5hr	Yes	Gaming;Calls;Texting;Watching movies/series	
13	No	3	32	1	128	Yes	Cash	Same Con	8	More than 2hr	No	Gaming;Calls;Texting;Using social sites	
14	Yes	4	64	1	128	Yes	Cash	Alter Com	6	More than 2hr	Yes	Gaming;Calls;Texting;Watching movies/series;Using social sites	Yes
15	Yes	4	64	1	256	Yes	Cash	Same Con	10	3hr - 5hr	Yes	Gaming;Calls;Texting	
16	Yes	4	64	1	128	Yes	Cash	Local Easy	9	2hr - 3hr	Yes	Business work	No one
17	No	6	64	3	32	Yes	EMI	Same Con	9	More than 2hr	Yes	Calls;Texting;Watching movies/series;Using social sites	Yes
18	No	4	64	1	256	Yes	EMI	Same Con	4	3hr - 5hr	Yes	Calls	No
19	Yes	4	32	2	0	Yes	Cash	Same Con	1	3hr - 5hr	Yes	Calls;Watching movies/series;Using social sites	
20	No	4	64	1	512	Yes	EMI	Same Con	10	Less than 2hr	Yes	Gaming;Calls;Texting;Business work;Watching movies/series	Yes it is brand
22	No	4	64	2	0	Yes	Cash	Branded	8	3hr - 5hr	Yes	Using social sites	Why
23	No	3	32	1	0	No	Cash	Branded	7	More than 2hr	Yes	Using social sites	
24	No	3	32	1	32	Yes	Cash	Alter Com	7	3hr - 5hr	Yes	Texting	
25	No	3	64	1	128	Yes	EMI	Alter Com	8	1hr - 2hr	No	Gaming;Calls;Texting;Using social sites	Maybe

Fig 1.

Data Visualization:-



Source: Online Survey

Fig 2.

Mobile Phone Usage show in this plot as per there companies.

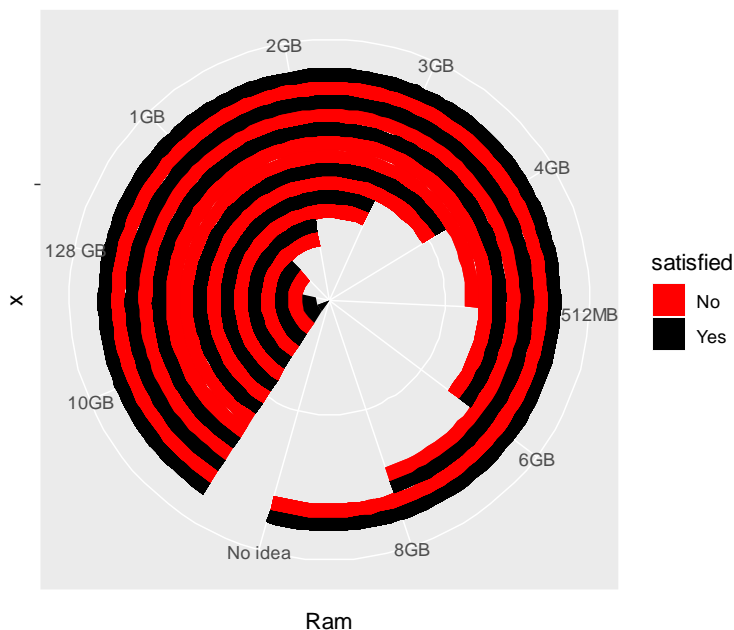


Source: Online Survey

Fig 3.

In this dotted line plot, observation has taken according to the phone price at the time of buying and later compare it with after few months later price. and it is clearly observed that most probably price gets decreased.

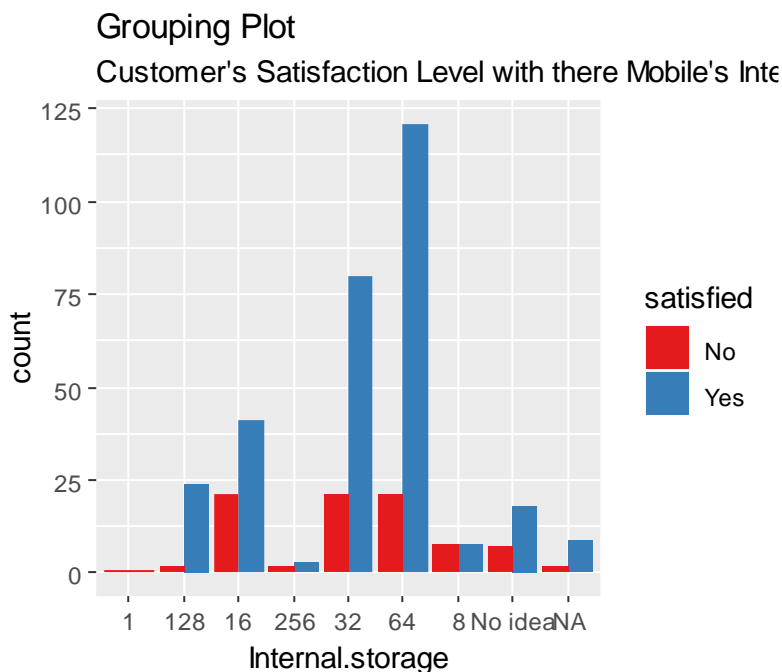
Dodge Pie
Customer's Satisfaction Level with there Mobile's Ram



Source: Online Survey

Fig 4.

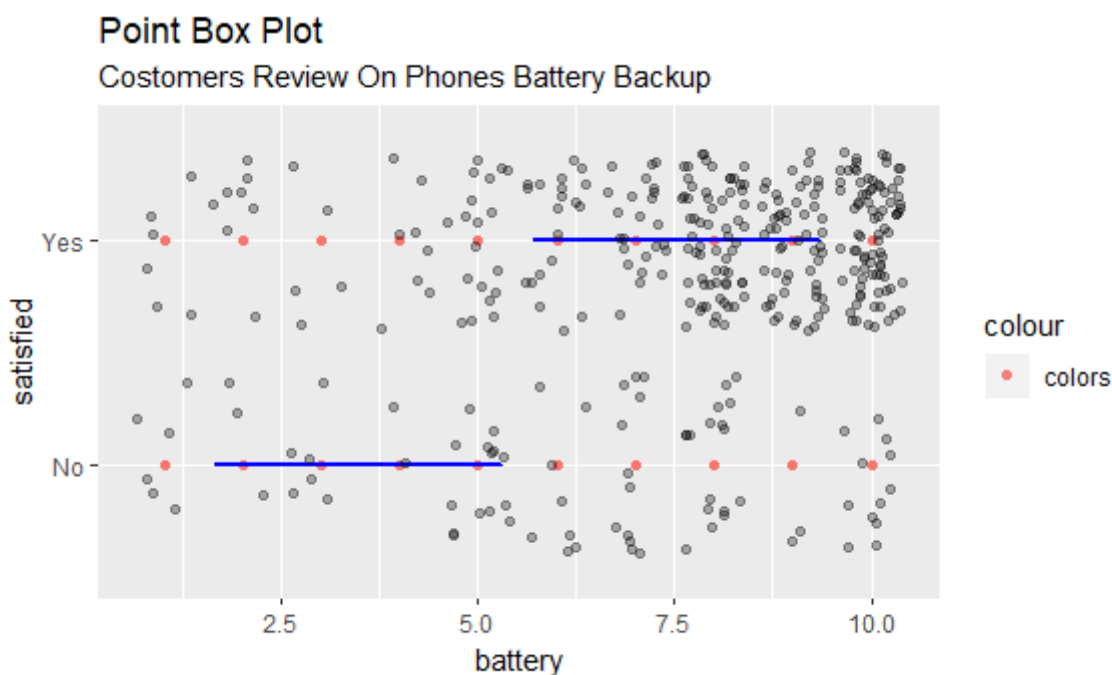
In this dodge pie chart, observation has done on the RAM of phone and are they satisfy with it or not.



Source: Online Survey

Fig 5.

In this grouping plot, two attributes have been plotted together such as internal storage and satisfaction of the people according to that of storage. And analysis says that people are satisfied with their internal storage.



Source: Online Survey

Fig 6.

In this point box plot, observation of battery have been according to satisfaction of people. And analyses says that most probably people are satisfied also and not also with their phone's battery.

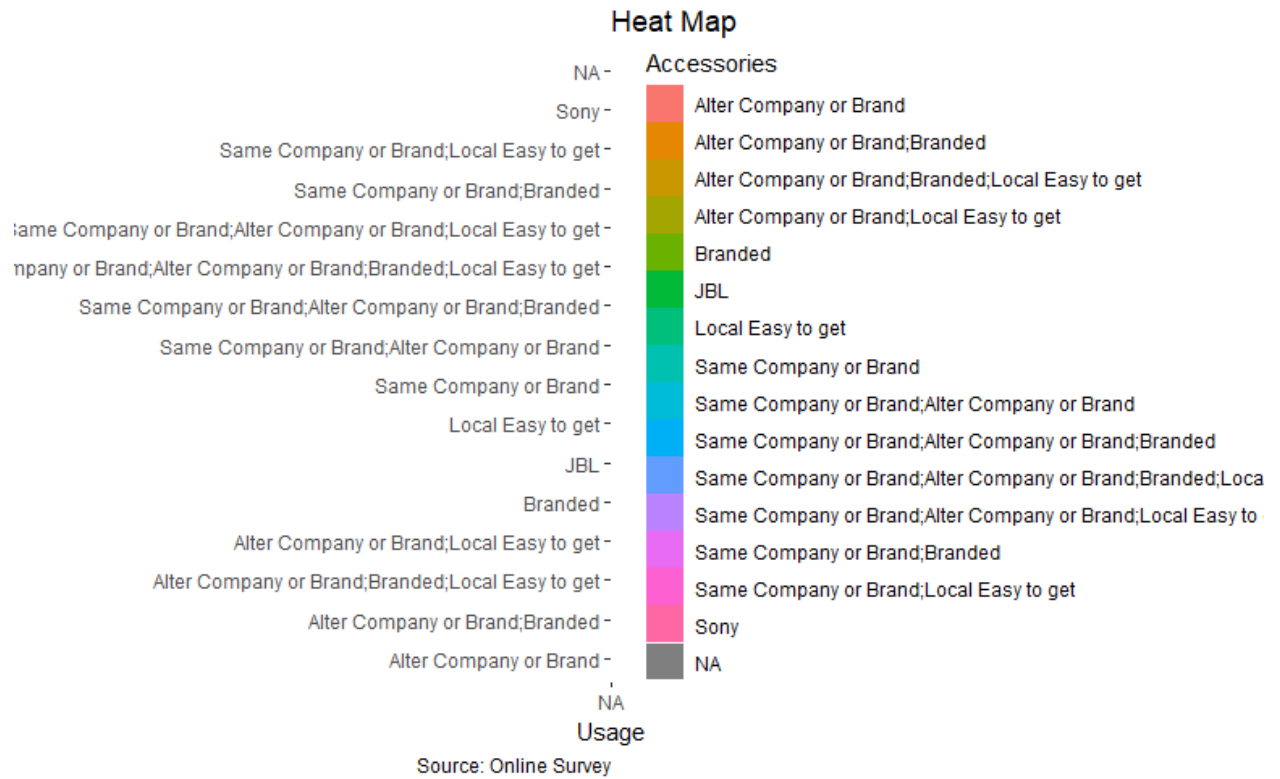


Fig 7.

In this heat map, accessories have been observed according to people’s preferences. Rather they belong to same company, brand or use local one which gets easily anywhere.

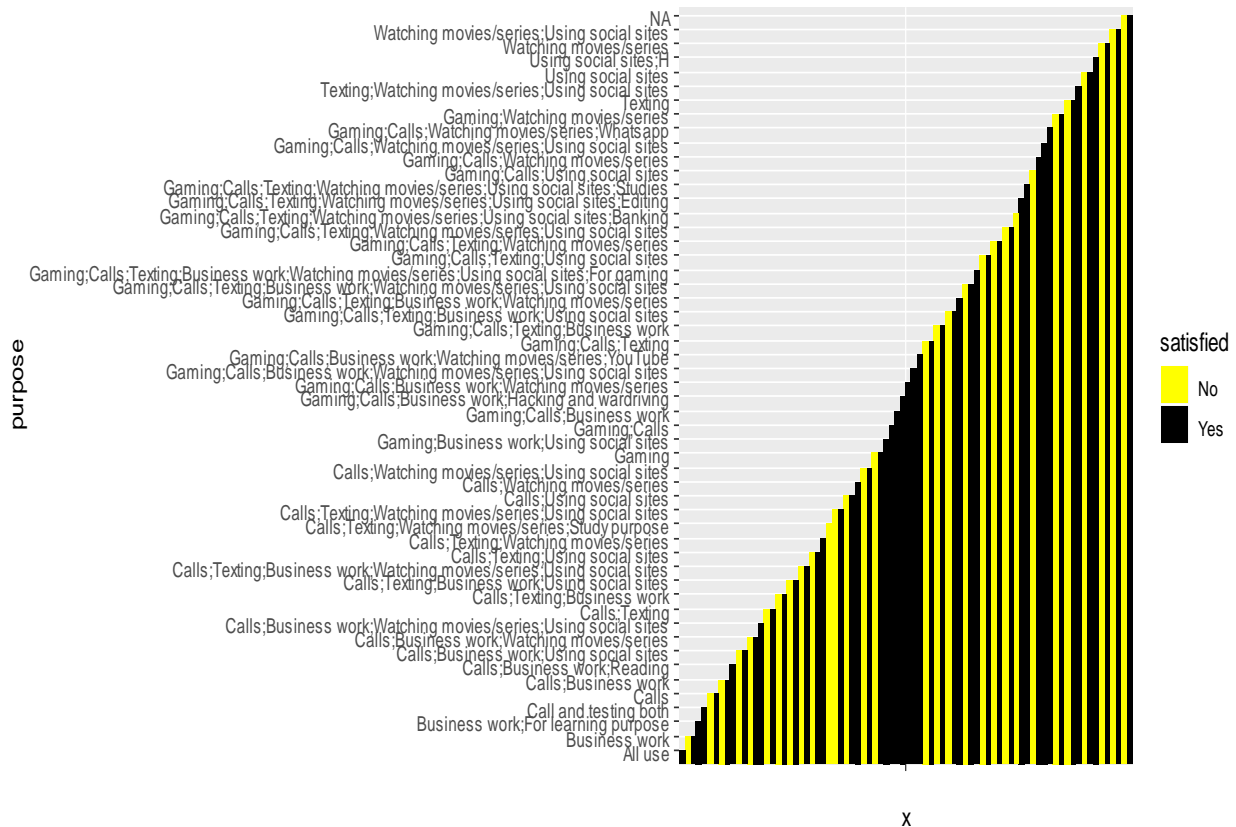


Fig 8.

In this Bar Graph Plot, observation of using phone for what purpose has been done. So analyses says that peoples use phones mostly for using social media and watching series and Movies.

Propose System :-

This study intense to investigate the usage of mobile phone in among young adult, aged people etc. Mobile phone is something which we use every day in our daily life or are purpose. Some people buy mobile only by seeing their brand and the outer body like look and colors, but they do not go through any features of it. The propose system for this analysis is for directly to the mobile Companies to launch mobile phones, that while the time of designing phones they should design it in such a manner that one mobile phone have two types of it. One with all the features, max size of Ram and memory and latest graphics for those who checks the quality and quantity of feature and another of it will have same look with less features for whom who just prefer brand and color rather than preferring its features. So idea behind this proposal is in the favor of companies and customers both.

Conclusion:-

Mobile phones have conclusively changed our world people now use them for leisure time, business, school, and so much more. Cell phones are not just cell phones any-more because people rely on them for there every communication vie a social networking. They have created a multi-tasking ability that was never possibly before there are endless possibilities when it comes to cell phone and observation says that the future of cell phones is going to be incredible. Even looking at the development of the cell phone is amazing because every so often there are so many features added. It believes that cell phones are going to be keep advancing to keep up with this changing society we live in.

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