| Feature      | Definition                                                                 |
|-------------|---------------------------------------------------------------------------|
| Mean session| Average session length a user interacts with their mobile device within a 24 hour period (minutes) |
| Total session | Sum of session lengths a user interacts with their mobile device within a 24 hour period (minutes) |
| Number of opens | Number of times a user opens an app within a 24 hour period             |
| Sleep       | Longest gap time a user is not interacting with their phone within a 24 hour period (minutes) |
| Average gap | Average length of time a user is not interacting with their phone within a 24 hour period (minutes) |
| App 0       | Total time a user spent on apps that fall into unofficial or unregulated applications within a 24 hour period (minutes) |
| App 1       | Total time a user spent on apps that fall into social interaction applications within a 24 hour period (minutes) |
| App 2       | Total time a user spent on apps that fall into passive information consumption applications within a 24 hour period (minutes) |
| App 3       | Total time a user spent on apps that fall into active messaging and communications applications within a 24 hour period (minutes) |
| App 5       | Total time a user spent on apps that fall into education applications within a 24 hour period (minutes) |
| App 6       | Total time a user spent on apps that fall into general utilities applications within a 24 hour period (minutes) |
| App 7       | Total time a user spent on apps that fall into recreational and            |
| App 1- Number of opens | Number of opens a user opened apps that fall into social interaction applications within a 24 hour period |
|-----------------------|----------------------------------------------------------------------------------------------------------|
| App 2- Number of opens | Number of times a user opened apps that fall into passive information consumption applications within a 24 hour period |
| App 3- Number of opens | Number of times a user opened apps that fall into active messaging and communications applications within a 24 hour period |
| App 5- Number of opens | Number of times a user opened apps that fall into education applications within a 24 hour period |
| App 6- Number of opens | Number of times a user opened apps that fall into general utilities applications within a 24 hour period |
| App 7- Number of opens | Number of times a user opened apps that fall into recreational and photo processing applications within a 24 hour period |
| App 8- Number of opens | Number of times a user opened apps that fall into commerce applications within a 24 hour period |
| App 8                      | Total time a user spent on apps that fall into commerce applications within a 24 hour period (minutes)     |
| App 9                      | Total time a user spent on apps that fall into health and fitness applications within a 24 hour period (minutes) |
| App 10                     | Total time a user spent on apps that fall into gaming applications within a 24 hour period (minutes)        |
| App 11                     | Total time a user spent on apps that fall into miscellaneous and additional passive recreational applications within a 24 hour period (minutes) |
| App 9- Number of opens | Number of times a user opened apps that fall into health and fitness applications within a 24 hour period |
|-----------------------|----------------------------------------------------------------------------------------------------|
| App 10- Number of opens | Number of times a user opened apps that fall into gaming applications within a 24 hour period |
| App 1- Upper Limit | Number of times a user opened apps that fall into social interaction applications and had session times greater than the average session time of that app category within a 24 hour period |
| App 2- Upper Limit | Number of times a user opened apps that fall into passive information consumption applications and had session times greater than the average session time of that app category within a 24 hour period |
| App 3- Upper Limit | Number of times a user opened apps that fall into active messaging and communications applications and had session times greater than the average session time of that app category within a 24 hour period |
| App 5- Upper Limit | Number of times a user opened apps that fall into education applications and had session times greater than the average session time of that app category within a 24 hour period |
| App 6- Upper Limit | Number of times a user opened apps that fall into general utilities applications and had session times greater than the average session time of that app category within a 24 hour period |
| App 7- Upper Limit | Number of times a user opened apps that fall into recreational and photo processing applications and had session times greater than the average session time of that app category within a 24 hour period |
| App 8- Upper Limit | Number of times a user opened apps that fall into commerce |
| App 9- Upper Limit | Number of times a user opened apps that fall into health and fitness applications and had session times greater than the average session time of that app category within a 24 hour period |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| App 10- Upper Limit | Number of times a user opened apps that fall into gaming applications and had session times greater than the average session time of that app category within a 24 hour period |