

# GDPR Compliance in the Metaverse - Configuration Manual

MSc Research Project  
Cyber Security

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# **1 Introduction**

## **1.1 Purpose**

The purpose of this Configuration Manual is to provide information relating to the tools and techniques employed to gather and analyse data to develop the report "GDPR Compliance in the Metaverse"

## **1.2 Scope**

The Configuration Manual includes any hardware and software used, manual techniques employed and details on any scripts or tools that were developed to support the processing or analysis of data.

## 2 System Requirements

### 2.1 Hardware

The Meta Quest 3 headset and hand controllers were obtained for this report.

Although this hardware was not specifically required for this report - because the report relies on data collected from the Meta Quest website and sample Apps' websites - in order to gain a better understanding and insights into the operation and use of Metaverse applications, this device did provide value.

### 2.2 Software

#### Report writing

- Overleaf Online LaTeX Editor [1]

#### Analysis

- VMWare Workstation Pro [2]
- Debian Linux [3]
- Sublime Text Editor [4]
- Python [5]
- RStudio [6]
- R Language [7]
- Microsoft Excel [8]
- Microsoft Word [8]

## 3 Data Collection

### 3.1 Collection of App data

No official, definitive list of Meta Quest Apps was found to be available so a manual scrape of apps was undertaken on the Meta Quest App Store [9].

Unofficial websites were discovered which contained Apps that were not available on the Quest Store. However, for the purposes of this report, only the official Meta Quest App Store [9] was considered.

The store contains five main categories of apps. Each of these contained multiple sub-pages (identified in brackets below) which contained the list of Apps for that sub-category.

- Games (36)
- Apps (6)
- Entertainment (13)
- Mixed Reality (4)
- Quest Plus (1)

The contents of each sub-category page was copied and pasted to a text file for further processing in a folder corresponding to the category, for a total of 60 text files in 5 folders.

### 3.2 Preparation of data

Each file contained the name of the app and other information. Some apps contains misspellings or casing errors. An app could be in multiple categories and/or subcategories so the data did require some preparation before it could be used.

The folders containing the files were copied to a Linux VM and the following Linux bash script was run against the files in each folder to clean up the data.

```
#!/bin/bash
for fileName in *.txt; do
    cleanFileName="${fileName}-clean.txt"
    grep -i -v -E "\bGet\b" "${fileName}" | grep -i -v -e "\bComing" \
    | grep -i -v -E "^€" | grep -i -v "Pre-order" > "${cleanFileName}"
done
```

The contents of each "cleaned" file were copied into a single file for sorting and de-duplication. This file of cleaned data contained 2,197 rows of app names.

The sorting and de-duplication was carried out in the Sublime Text Editor using the following commands:

- Sort : F9
- De-duplicate : Edit / Permute / Unique

The result was a list of 653 unique Apps - 30% of its original size.

The list of apps was checked again manually to correct casing or spelling issues.

9 Apps were removed as they were demo apps and for other reasons. The apps and reasons for removal are contained in the "Removed" sheet of the "DataCollected.xlsx" workbook.

The final working list of apps numbered 644. Each of these is listed in the "Quest Store Apps" sheet in the "DataCollected.xlsx" workbook.

### 3.3 Identifying App Sample

As reported above, no definitive list of Apps was found. Accordingly, it was not feasible to categorise the apps for sampling without manually checking each of the 644 Apps.

Accordingly, a random selection of the Apps was chosen as the sampling method.

A set of random numbers was generated in RStudio and copied to the clipboard.

```
clipr::write_clip(runif(653))
```

This set of random numbers was pasted into the Excel workbook containing the list of Apps after sorting and de-duplication.

The list of apps was sorted against the random number list in ascending order. This random number generation and sort operation was carried out three times.

The list of random numbers and the Apps in their final order is contained in the "Quest Store Apps" sheet in the "DataCollected.xlsx" workbook.

### 3.4 Collection of App-related Data

For each App in the sample, the URL specific to that App was identified by searching the Meta Quest Store [9] on each App name and recording the returned URL.

Each URL was followed to view the web page for each App. Related information from each App was recorded in the "Selected" sheet of the "DataCollected.xlsx" workbook.

The data collected from each page is:

- App Name
- URL
- Cost
- Rating
- Number of ratings
- PEGI value
- In-App Purchases
- Comfort Rating
- Category
- Genre
- Version
- Release Date
- Developer
- Publisher
- Developer/App URL
- Privacy Policy URL
- Terms of Service URL
- Sensor and Device Data
  - Microphone
  - Storage
  - Location
  - Bluetooth
  - Spatial Datga
  - Hand Tracking
  - Eye Tracking
- Your Data
  - User ID
  - User Profile
  - Avatar
  - Followers
  - Usage Data
  - Age Group

### 3.4.1 Example App Web Page

The following is an example of an App Web Page, identifying the areas of interest in the page for the collection of data related to the app.

In the interest of viewing comfort, the image below is a composite of the page elements of interest. The actual page is longer and contains more data that has not been included in this report.

The screenshot shows the App Store page for 'Vampire: The Masquerade - Justice'. Red boxes highlight the following areas of interest:

- Header:** The app title 'Vampire: The Masquerade - Justice' and the price '€29.99'.
- Reviews:** A box containing the star rating (4.5 stars) and the number of ratings (514 Ratings).
- Age Rating:** A box containing the PEGI 18 rating and the reason 'Extreme Violence, Strong Language'.
- Description:** A box containing the app's description, including the genre 'Adventure RPG' and the setting 'World of Darkness universe'.
- App privacy:** A box containing the 'Sensor and device data' section, which lists 'Bluetooth'.
- Your information:** A box containing the 'User ID' and 'User profile' sections.
- Additional details:** A box containing the 'Games' section, which lists 'Adventure, RPG (role-playing games)', and the 'Version + Release Notes' section, which lists '1.00.1653'.
- Developer:** A box containing the 'Fast Travel Games' developer information.
- Publisher:** A box containing the 'Fast Travel Games' publisher information.
- Website:** A box containing the website URL 'http://www.vtmjustice.com/'.
- Release Date:** A box containing the release date '2 November 2023'.
- Developer Privacy Policy:** A box containing the 'Privacy Policy' link.
- Right Sidebar:** A box containing the 'In-app purchases available' label, the 'Buy for a friend' button, the 'Add to wishlist' button, the 'Flag this app' button, the 'Offers in-app purchases' section, the 'Comfortable' content rating, and the 'Supports Meta Quest 3, Meta Quest Pro and Meta Quest 2' label.

Figure 1: Example App Web Page

### 3.4.2 Example of device data processed

Each App's web page was examined and the data being processed was recorded in a spreadsheet.

|       |                                   | Sensor and Device Data |           |             |              |             | Your Information |             |        |           |           |          |     |
|-------|-----------------------------------|------------------------|-----------|-------------|--------------|-------------|------------------|-------------|--------|-----------|-----------|----------|-----|
| Index | Title                             | Location               | Bluetooth | SpatialData | HandTracking | EyeTracking | UserID           | UserProfile | Avatar | Followers | UsageData | AgeGroup | Qty |
| 01    | Vampire: The Masquerade - Justice | ---                    | Y         | ---         | ---          | ---         | Y                | Y           | ---    | ---       | ---       | ---      | 3   |
| 02    | Lost Recipes                      | ---                    | ---       | ---         | ---          | ---         | ---              | ---         | ---    | ---       | ---       | ---      | 0   |
| 03    | Smash Drums                       | ---                    | Y         | Y           | ---          | ---         | Y                | Y           | Y      | Y         | Y         | ---      | 8   |
| 04    | Sniper Elite VR                   | ---                    | Y         | ---         | ---          | ---         | Y                | Y           | ---    | ---       | ---       | ---      | 3   |
| 05    | Red Matter 2                      | ---                    | ---       | ---         | ---          | Y           | Y                | Y           | ---    | ---       | ---       | ---      | 3   |
| 06    | Racket: Nx                        | ---                    | ---       | ---         | ---          | ---         | Y                | Y           | ---    | Y         | Y         | Y        | 7   |
| 07    | Vox Machinae                      | ---                    | Y         | ---         | ---          | ---         | Y                | Y           | ---    | ---       | ---       | ---      | 5   |
| 08    | Swords of Gargantua               | ---                    | ---       | ---         | ---          | ---         | Y                | Y           | ---    | ---       | ---       | ---      | 3   |
| 09    | Coursera                          | ---                    | ---       | ---         | Y            | ---         | ---              | ---         | ---    | ---       | ---       | ---      | 1   |
| 10    | Time Stall                        | ---                    | ---       | ---         | ---          | ---         | Y                | Y           | ---    | ---       | ---       | ---      | 2   |
| 11    | MarineVerse Cup                   | ---                    | Y         | ---         | ---          | ---         | Y                | Y           | Y      | Y         | Y         | ---      | 8   |
| 12    | The Light Brigade                 | ---                    | ---       | ---         | ---          | Y           | Y                | Y           | ---    | Y         | Y         | ---      | 5   |
| 13    | Blueplanet VR Explore v2          | ---                    | ---       | ---         | ---          | ---         | ---              | ---         | ---    | ---       | ---       | ---      | 1   |
| 14    | Paradiddle                        | ---                    | ---       | ---         | ---          | ---         | Y                | Y           | Y      | Y         | ---       | ---      | 6   |
| 15    | Gesture VR                        | ---                    | ---       | ---         | ---          | ---         | Y                | Y           | ---    | ---       | ---       | ---      | 3   |
| 16    | Beat Arena                        | ---                    | ---       | ---         | ---          | ---         | Y                | Y           | ---    | ---       | ---       | ---      | 2   |

Figure 2: Example Device Data

Having collected all of the data from each App's web page in relation to its data processing (and other ancillary data), a Python script was developed to generated plots to display this data in a readable way. See [Section 4.1](#)

### 3.5 Collection of Privacy Policy Data

Each App is required by Meta to include a link to their Privacy Policy. This link was followed for each selected App in order to evaluate the Privacy Policy.

This was an entirely manual process and it was subject to some levels of subjectivity.

#### 3.5.1 Example of privacy policy data

Each Privacy Policy was examined and the results of each question were recorded in a spreadsheet.

| Index | Title                               | Processes |       |            |          | Contact |      | Legal    |       | Proc Loc | Recipients | Retention | Rights | Total | Compliance |         |
|-------|-------------------------------------|-----------|-------|------------|----------|---------|------|----------|-------|----------|------------|-----------|--------|-------|------------|---------|
|       |                                     | Data      | Clear | Accessible | Identity | Dets    | Data | Purposes | Basis |          |            |           |        |       |            | Leg Int |
| 01    | Vampire: The Masquerade - Justice   | Yes       | 2     | 2          | 2        | 2       | 2    | 2        | 2     | 2        | 2          | 2         | 2      | 24    | 100.0%     |         |
| 02    | Lost Recipes                        | No        |       |            |          |         |      |          |       |          |            |           |        |       | 100.0%     |         |
| 03    | Smash Drums                         | Yes       | 1     | 1          | 2        | 1       | 1    | 1        | 1     | 1        | 1          | 1         | 1      | 13    | 54.2%      |         |
| 04    | Sniper Elite VR                     | Yes       | 1     | 2          | 2        | 2       | 2    | 1        | 1     | 1        | 2          | 2         | 1      | 19    | 79.2%      |         |
| 05    | Red Matter 2                        | No        |       |            |          |         |      |          |       |          |            |           |        |       | 100.0%     |         |
| 06    | Racket: Nx                          | Yes       | 1     | 1          | 1        | 1       | 1    | 1        | 0     | 0        | 0          | 1         | 0      | 7     | 29.2%      |         |
| 07    | Vox Machinae                        | Yes       | 0     | 0          | 1        | 1       | 1    | 1        | 0     | 0        | 0          | 0         | 0      | 4     | 16.7%      |         |
| 08    | Swords of Gargantua                 | Yes       | -1    | 1          | 2        | 2       | 1    | 2        | 0     | 0        | 2          | 1         | 0      | 11    | 45.8%      |         |
| 09    | Coursera                            | Yes       | 2     | 2          | 2        | 2       | 2    | 2        | 2     | 2        | 2          | 2         | 2      | 24    | 100.0%     |         |
| 10    | Time Stall                          | Yes       | 2     | 2          | 2        | 2       | 2    | 2        | 2     | 2        | 2          | 2         | 2      | 24    | 100.0%     |         |
| 11    | MarineVerse Cup                     | Yes       | 1     | 2          | 2        | 2       | 2    | 2        | 2     | 2        | 0          | 2         | 1      | 20    | 83.3%      |         |
| 12    | The Light Brigade                   | Yes       | 0     | 0          | 1        | 1       | 0    | 0        | 0     | 0        | 0          | 2         | 0      | 1     | 5          | 20.8%   |
| 13    | Blueplanet VR Explore v2            | Yes       | 0     | 0          | 0        | 0       | 1    | 0        | 0     | 0        | 0          | 0         | 0      | 1     | 4.2%       |         |
| 14    | Paradiddle                          | Yes       | 0     | 0          | 2        | 2       | 0    | 0        | 0     | 0        | 2          | 2         | 0      | 8     | 33.3%      |         |
| 15    | Gesture VR                          | Yes       | 0     | 0          | 1        | 1       | 1    | 0        | 0     | 0        | 0          | 1         | 0      | 4     | 16.7%      |         |
| 16    | Beat Arena                          | Yes       | 0     | 1          | 2        | 1       | 1    | 2        | 0     | 0        | 0          | 1         | 2      | 0     | 10         | 41.7%   |
| 17    | Jurassic World Aftermath Collection | No        |       |            |          |         |      |          |       |          |            |           |        |       | 100.0%     |         |
| 18    | Star Trek: Bridge Crew              | Yes       | 2     | 2          | 2        | 2       | 2    | 2        | 2     | 2        | 2          | 2         | 2      | 24    | 100.0%     |         |

Figure 3: Example Policy Data

When all of the Privacy Policy data was collected, a Python script was developed to generate plots of the data. See section [4.2](#)

A final Python script was developed to generate a statistical analysis of the Qty (number of data items collected) and Compliance values. See Section [4.3](#)

## 4 Scripts

### 4.1 Plots of initial data collection

```
1 import numpy as np
2 import pandas as pd
3 import matplotlib.pyplot as plt
4 from pandas.api.types import CategoricalDtype
5 import seaborn as sns
6 from scipy.stats import shapiro
7
8
9 df = pd.read_excel('MetaAppsData.xlsx', sheet_name='Selected', skiprows
    = [0])
10
11
12 print("Creating bar chart of PEGI values")
13 plt.clf()
14 cat_type = CategoricalDtype(categories=['3', '7', '12', '16', '18', '!'],
    ordered=True)
15 df['PEGI'] = df['PEGI'].astype(str).astype(cat_type)
16 value_counts = df['PEGI'].value_counts().sort_index()
17 #value_counts = df['PEGI'].astype(str).value_counts().sort_index()
18 plt.bar(range(len(value_counts)), value_counts.values, tick_label=
    value_counts.index)
19 plt.title('PEGI Values')
20 plt.xlabel('PEGI Values')
21 plt.ylabel('Frequency')
22 plt.xticks(ticks=range(len(value_counts)), labels=value_counts.index.
    astype(str))
23 plt.savefig('Plot-PEGI.png')
24
25
26 print("Creating bar chart of Rating values")
27 plt.clf()
28 value_counts = df['Rating'].value_counts().sort_index()
29 plt.bar(range(len(value_counts)), value_counts.values, tick_label=
    value_counts.index)
30 plt.title('App Ratings')
31 plt.xlabel('Rating')
32 plt.ylabel('Frequency')
33 plt.xticks(ticks=range(len(value_counts)), labels=[f'{x:.2f}' for x in
    value_counts.index])
34 plt.savefig('Plot-Ratings.png')
35
36
37 print("Creating bar chart of InAppPurchase values")
38 plt.clf()
39 value_counts = df['InAppPurchase'].value_counts().sort_index()
40 x_positions = np.array([0.25, 0.75])
41 plt.bar(x_positions, value_counts.values, width=0.2, tick_label=
    value_counts.index)
42 plt.title('In-App Purchases')
43 plt.xlabel('In App Purchase')
44 plt.ylabel('Frequency')
45 plt.xlim(0, 1)
46 plt.savefig('Plot-InAppPurchases.png')
```

```

47
48
49 print("Creating bar chart of Category values")
50 plt.clf()
51 value_counts = df['Category'].value_counts()
52 sorted_counts = value_counts.sort_values(ascending=False)
53 plt.bar(sorted_counts.index, sorted_counts.values)
54 plt.title('App Categories')
55 plt.xlabel('Category')
56 plt.ylabel('Frequency')
57 plt.savefig('Plot-Categories.png')
58
59
60 print("Creating horizontal bar chart of Genre values")
61 plt.clf()
62 all_values = df['Genres'].str.split(',').explode().str.strip()
63 value_counts = all_values.value_counts()
64 sorted_counts = value_counts.sort_values(ascending=True)
65 plt.barh(sorted_counts.index, sorted_counts.values)
66 plt.title('App Genres')
67 plt.tight_layout()
68 plt.savefig('Plot-Genres.png')
69
70
71
72 print("Creating chart of Sensor and Device values")
73 plt.clf()
74 dfSensor = df[['Microphone', 'Storage', 'Location', 'Bluetooth', '
    SpatialData', 'HandTracking', 'EyeTracking']]
75 y_counts = dfSensor.apply(lambda x: (x == 'Y').sum()).sort_values(
    ascending=True)
76
77 total_y = y_counts.sum()
78 percentage_y = (y_counts / total_y * 100).sort_values(ascending=True)
79
80 bars=plt.barh(percentage_y.index, percentage_y.values)
81
82 plt.title('Collection of Sensor and Device Data')
83 plt.xlabel('Percentage of apps collecting data')
84 plt.xticks(range(0, 41, 10))
85
86 # Annotate the bars with the percentage value
87 total = sorted_counts.sum() # Calculate total for percentage
    conversion
88 for bar in bars:
89     percentage = bar.get_width() / total * 100
90     plt.text(bar.get_width(), bar.get_y() + bar.get_height()/2,
91             f'{percentage:.1f}%',
92             va='center', ha='left')
93
94 plt.tight_layout()
95 plt.savefig('Plot-SensorData.png')
96
97
98
99
100 print("Creating chart of User Data values")
101 plt.clf()

```

```

102 dfUserData = df[['UserID', 'UserProfile', 'Avatar', 'Followers', '
    UsageData', 'AgeGroup']]
103 y_counts = dfUserData.apply(lambda x: (x == 'Y').sum()).sort_values(
    ascending=True)
104
105 total_y = y_counts.sum()
106 percentage_y = (y_counts / total_y * 100).sort_values(ascending=True)
107
108 bars=plt.barh(percentage_y.index, percentage_y.values)
109 plt.title('Collection of User Data')
110 plt.xlabel('Percentage of apps collecting data')
111 plt.xticks(range(0, 41, 10))
112
113 # Annotate the bars with the percentage value
114 total = sorted_counts.sum() # Calculate total for percentage
    conversion
115 for bar in bars:
116     percentage = bar.get_width() / total * 100
117     plt.text(bar.get_width(), bar.get_y() + bar.get_height()/2,
118             f'{percentage:.1f}%', # Formatting the number to one
    decimal place with a '%' symbol
119             va='center', ha='left')
120
121 plt.tight_layout()
122 plt.savefig('Plot-UserData.png')
123
124
125 print("Creating bar chart of Qty Data values")
126 plt.clf()
127
128 frequency = df['Qty'].value_counts().sort_index()
129 # Ensure all values from 0 to 10 are included, even if some counts are
    zero
130 frequency = frequency.reindex(range(0, 11), fill_value=0)
131 plt.bar(frequency.index, frequency.values)
132 plt.title('Number of data items collected')
133 plt.xlabel('Data Items')
134 plt.ylabel('Frequency')
135 plt.xticks(range(0, 11))
136
137 plt.savefig('Plot-QtyData.png')
138
139 qtyCol=df["Qty"]
140 plt.figure(figsize=(10, 6))
141
142 # Plot histogram
143 qtyCol.hist(bins=range(11), density=True, alpha=0.6, color='
    midnightblue')
144
145 # Plot density
146 sns.kdeplot(qtyCol, color="black", lw=2, bw_adjust=0.5)
147
148 # Adding labels and title
149 plt.xlabel('Data Items')
150 plt.ylabel('Density')
151 plt.title('Number of data items collected')
152 plt.xticks(range(11))
153 plt.savefig('Plot-QtyData-Density.png')

```

```

154
155 print("Finished")

```

## 4.2 Plots of Privacy Policy data

```

1 import numpy as np
2 import pandas as pd
3 import matplotlib.pyplot as plt
4 from pandas.api.types import CategoricalDtype
5 import seaborn as sns
6 from scipy.stats import shapiro
7
8
9 df = pd.read_excel('MetaAppsData.xlsx', sheet_name='Analysis')
10
11
12 print("Creating chart of Compliance (Yes/No)")
13 plt.clf()
14 plt.figure(figsize=(6, 6))
15 value_counts = df['IsCompliant'].value_counts()
16 sorted_counts = value_counts.sort_values(ascending=False)
17 plt.bar(sorted_counts.index, sorted_counts.values)
18 plt.title('App Compliance')
19 plt.xlabel('Compliant?')
20 plt.ylim(0, 50)
21 plt.ylabel('Count')
22 plt.savefig('Plot-AppComplianceYesNo.png')
23
24
25 print("Creating chart of Compliance (Apps that do process data)")
26 plt.clf()
27 plt.figure(figsize=(6, 6))
28 df_processesData = df[df['ProcessesData'] == 'Yes']
29 value_counts = df_processesData['IsCompliant'].value_counts()
30 sorted_counts = value_counts.sort_values(ascending=False)
31 plt.bar(sorted_counts.index, sorted_counts.values)
32 plt.title('App Compliance')
33 plt.xlabel('Compliant?')
34 plt.ylim(0, 50)
35 plt.ylabel('Count')
36 plt.savefig('Plot-AppComplianceYesNoAndData.png')
37
38
39 print("Creating stacked bar chart of IsEU and IsCompliant")
40 plt.clf()
41 plt.figure(figsize=(6, 4))
42 # Prepare the data
43 pivot_data = df.pivot_table(index='IsEU', columns='IsCompliant',
44                               aggfunc='size', fill_value=0)
45
46 # Plot the data as a stacked bar chart
47 colors = ['red', 'lightgreen']
48 pivot_data.plot(kind='bar', stacked=True, color=colors, figsize=(10, 7))
49 plt.title('Compliance Status by EU Membership')
50 plt.xlabel('Is EU Member')

```

```

50 plt.ylabel('Count')
51 plt.xticks(rotation=0) # Rotates the x-axis labels to horizontal
52 plt.legend(title='Is Compliant')
53 plt.tight_layout()
54 plt.savefig('Plot-AppEUandCompliance.png')
55
56
57 print("Creating density plot of compliance")
58 plt.clf()
59 scoreCol=df["IntCompliance"]
60 plt.figure(figsize=(10, 6))
61
62 # Plot histogram
63 scoreCol.hist(bins=10, density=True, alpha=0.6, color='midnightblue')
64
65 # Plot density
66 sns.kdeplot(scoreCol, color="black", lw=2, bw_adjust=0.5)
67
68 # Adding labels and title
69 plt.xlabel('Compliance Level')
70 #plt.ylabel('Frequency')
71 plt.title('App Compliance')
72 plt.tight_layout()
73 plt.savefig('Plot-AppComplianceDensity.png')
74
75
76 print("Creating chart of Controller Locations")
77 plt.clf()
78 value_counts = df['Controller Location'].value_counts().sort_index()
79 sorted_counts = value_counts.sort_values(ascending=True)
80 plt.barh(sorted_counts.index, sorted_counts.values)
81 plt.title('Controller Locations')
82 plt.tight_layout()
83 plt.savefig('Plot-AppControllerLocations.png')
84
85
86 print("Creating stacked chart of popularity and Yes/No")
87 plt.clf()
88
89 bins = [1, 14, 27, 40, 53, 66] # Define the bins
90 labels = ['1-13', '14-26', '27-39', '40-52', '53-65'] # Define labels
    for the bins
91 df['Popularity_Bin'] = pd.cut(df['Popularity'], bins=bins, labels=
    labels, right=False)
92
93 # Step 3: Group by the new 'Popularity_Bin' and count occurrences of '
    Yes' and 'No'
94 compliance_counts = df.groupby(['Popularity_Bin', 'IsCompliant']).size
    ().unstack(fill_value=0)
95
96 # Step 4: Create the stacked bar chart
97 ax = compliance_counts.plot(kind='bar', stacked=True, figsize=(10, 6),
    color=['#F44336', '#4CAF50'])
98
99 # Step 4: Customize the chart
100 plt.title('Popularity vs Compliance')
101 plt.xlabel('Popularity')
102 plt.ylabel('Count')

```

```

103 plt.xticks(rotation=45)
104 plt.legend(title='Is Compliant', labels=['No', 'Yes'])
105 plt.grid(axis='y')
106
107 plt.tight_layout()
108 plt.savefig('Plot-AppPopularity.png')
109
110 print("Finished")

```

### 4.3 Analysis of Qty and Compliance values

```

1 import numpy as np
2 import pandas as pd
3 import scipy.stats as stats
4 from scipy.stats import shapiro
5
6
7
8 def columnStats(myCol, myColName):
9     print("=====\n")
10    print("Column stats for ", myColName)
11    print("Mean :", myCol.mean())
12    print("Median :", myCol.median())
13    print("Mode :", myCol.mode())
14    print("Variance :", myCol.var())
15    print("Std dev :", myCol.std())
16    print("Skew :", myCol.skew())
17
18
19    # Shapiro-Wilk test
20    w_statistic, p_value = shapiro(myCol)
21    print("W statistic:", w_statistic)
22    print("P-value:", p_value)
23
24
25    # Calculate the 95% Confidence Interval for the mean
26    sample_mean = myCol.mean()
27    sample_std = myCol.std()
28    n = len(myCol)
29
30    confidence_level = 0.95
31    z_critical = stats.norm.ppf((1 + confidence_level) / 2) # Two-
32    tailed z-value
33    margin_error = z_critical * (sample_std / np.sqrt(n))
34
35    ci_lower = sample_mean - margin_error
36    ci_upper = sample_mean + margin_error
37
38    print("95% Confidence Interval:", ci_lower, ci_upper)
39
40    print("=====\n")
41
42 df = pd.read_excel('MetaAppsData.xlsx', sheet_name='Selected', skiprows
43                    = [0])
44 qtyCol = df["Qty"]

```

```
44 columnStats(qtyCol, "Qty")
45
46 df = pd.read_excel('MetaAppsData.xlsx', sheet_name='Analysis')
47 complianceCol = df["IntCompliance"]
48 columnStats(complianceCol, "Compliance")
```

## References

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