## Data Analyst Nanodegree Program

Project : Investigate a Dataset

Data set: tmdb-movies

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By exploring that data set we finded that resalt for genres are most popular from year to year

| ID YEAR | GENERA            |
|---------|-------------------|
| 0 1960  | THRILLER          |
| 1 1961  | ANIMATION         |
| 2 1962  | ADVENTURE         |
| 3 1963  | ANIMATION         |
| 4 1964  | WAR               |
| 5 1965  | Music             |
| 6 1966  | ANIMATION         |
| 7 1967  | ANIMATION         |
| 8 1968  | MYSTERY           |
| 9 1969  | CRIME             |
| 10 1970 | ANIMATION         |
| 11 1971 | FAMILY            |
| 12 1972 | CRIME             |
| 13 1973 | ANIMATION         |
| 14 1974 | Mystery           |
| 15 1975 | <b>A</b> DVENTURE |
| 16 1976 | CRIME             |
| 17 1977 | SCIENCE FICTION   |
| 18 1978 | Music             |
| 19 1979 | ACTION            |
| 20 1980 | SCIENCE FICTION   |
| 21 1981 | Adventure         |
| 22 1982 | WAR               |
| 23 1983 | Adventure         |
| 24 1984 | FAMILY            |
| 25 1985 | FAMILY            |
| 26 1986 | ANIMATION         |
| 27 1987 | HISTORY           |
| 28 1988 | ANIMATION         |
| 29 1989 | ANIMATION         |
| 30 1990 | Adventure         |
| 31 1991 | ANIMATION         |
| 32 1992 | ANIMATION         |
| 33 1993 | FANTASY           |
| 34 1994 | CRIME             |
| 35 1995 | ANIMATION         |
| 36 1996 | CRIME             |
| 37 1997 | ANIMATION         |
| 38 1998 | WAR               |
| 39 1999 | ADVENTURE         |

| 40 | 2000 | WAR              |
|----|------|------------------|
| 41 | 2001 | <b>FANTASY</b>   |
| 42 | 2002 | <b>FANTASY</b>   |
| 43 | 2003 | <b>FANTASY</b>   |
| 44 | 2004 | <b>FANTASY</b>   |
| 45 | 2005 | <b>FANTASY</b>   |
| 46 | 2006 | <b>FANTASY</b>   |
| 47 | 2007 | <b>FANTASY</b>   |
| 48 | 2008 | <b>ADVENTURE</b> |
| 49 | 2009 | <b>ADVENTURE</b> |
| 50 | 2010 | <b>ADVENTURE</b> |
| 51 | 2011 | <b>ADVENTURE</b> |
| 52 | 2012 | WESTERN          |
| 53 | 2013 | SCIENCE FICTION  |
| 54 | 2014 | SCIENCE FICTION  |
| 55 | 2015 | <b>ADVENTURE</b> |
|    |      |                  |

## Conclusion

And we find that the most kinds of properties are associated with movies that have high revenues are

- 1- Runtime and it's very associated with revenues , When runtime between 70 to 200 Min we will gain a big revenues
- 2- Budget has a little +ve liner with revenues so it's associated
- 3- Years have a big positive associated with revenues except that in between 2008 to 2010 and I think that happened because Financial crisis of 2007–08 and maybe Netflix
- 4- Revenue and popularity have a very big associated and it's strong positive relation

## Limitations

- 1- We have a many miss values in a many Important fields like 'company production'
- 2- That may reflect on our analyst
- 3- The data was good to prove what I want
- 4- The proplem like sum genras as a one field was a proplem but we dealed with it

## **Edit a cording to First Feedback**

- 1- I ploted one plot according 3 variable
- 2- You told me that "The analysis does not state or imply that one change causes another based solely on a correlation"

But, in Runtime' AND Revenue plot that show that the revenue depend on run time, If it too long or too short the revenue will be small

3- I added titles and labels to all your plots.

|    | Edit a cording to secound Feedback   |
|----|--|
| 2- | Add a new type plot 'bar' Add Limitations to report Add a few sentences to explain after plot. |
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