# PROJECT REPORT

### 1.INTRODUCTION

### 1.1 Overview

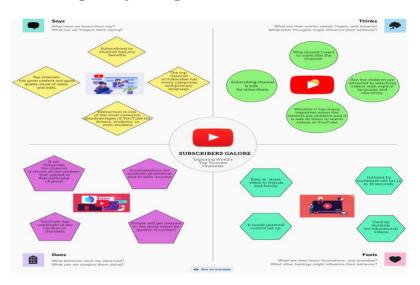
The name of our project is "Subscriber Galore: Exploring World's top Youtube Channel.

# 1.2 Purpose

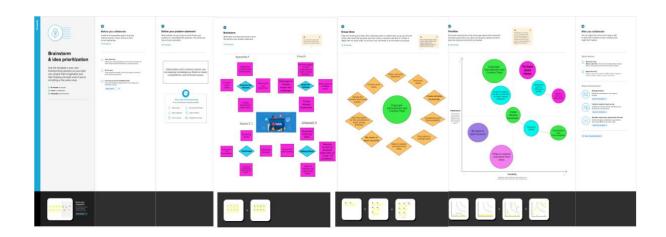
YouTube has already experienced tremendous growth in recent years, and this trend is expected to continue. With over 2 billion monthly active users and increasing consumption of video content. And it also used to express their talents.

# 2.Problem Definitions & Design thinking:

### 2.1 Empathy Map

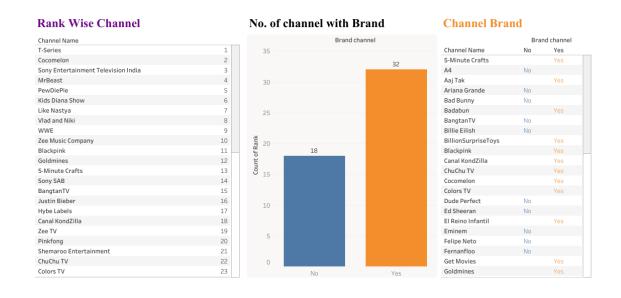


# 2.2 Ideation and Brainstorming Map



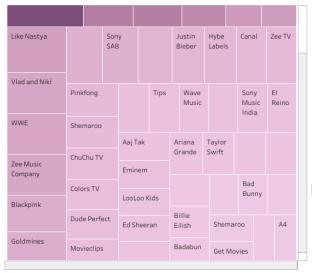
# 3. Result

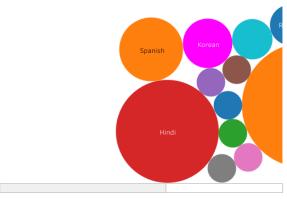
## Dashboard

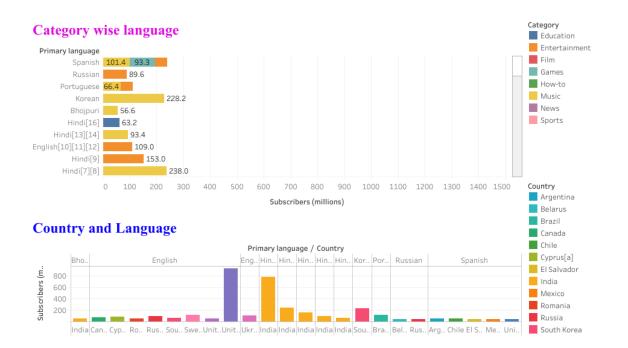


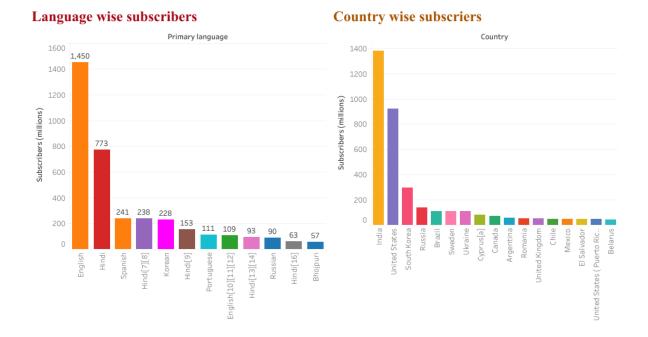
#### Channel name with Subscibers

#### No.of channels for a language

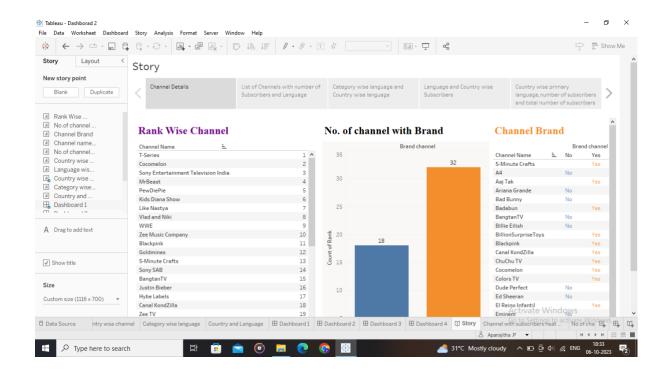


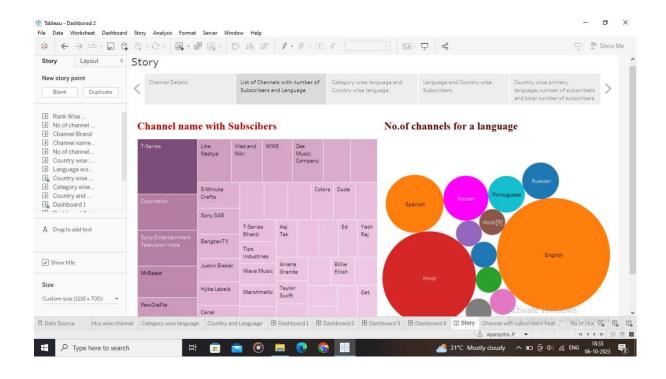


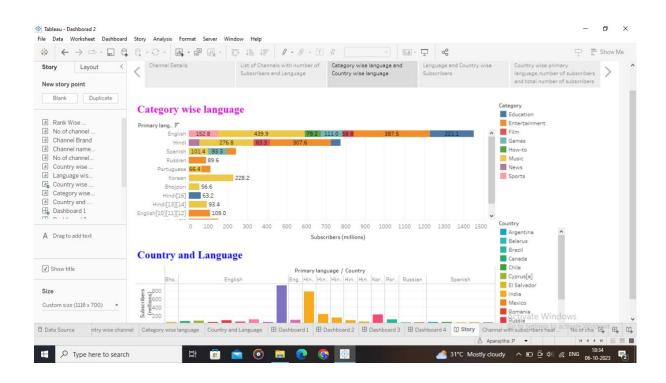


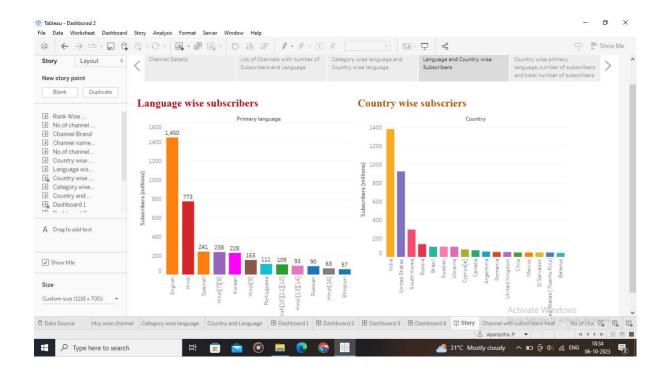


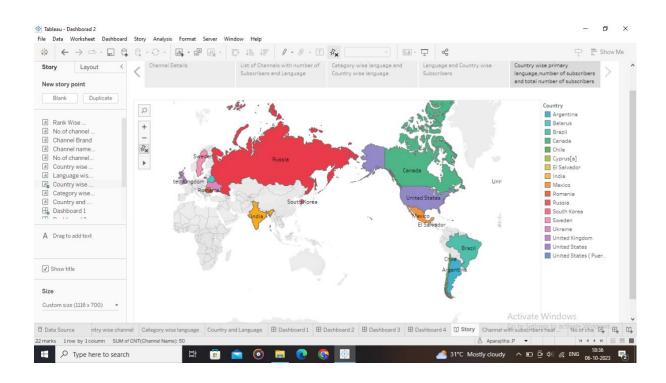
# Story











# 4. Advantages & Disadvantages:

### Advantages:

- 1.Information disseminating platform for students.
- 2.Important news and information will be shared immediately on particular youtube channels.

### Disadvantages:

- 1. Making money isn't that easy.
- 2.Too many adverstiments.
- 3. Algorithm changes.

# 5. Application:

Subscriber Application Form means either the physical or online application form completed by either a Business or Individual Subscriber and forms part of the Agreement. The face of this Agreement and any appendices attached.

### 6.Conclusion:

The subscriber of youtube channel helped us to understand the data and visualize it in various ways. The ideas are taken from each member and are created as empathy map and brainstorming, represented as dashboard and story and solution are discussed. By the given data it shows that it is based on peoples interest on the youtube subscriber.

## 7. Future scope:

YouTube has been using AI and Machine learning to improve the user experience, such as recommendating videos and improving search results.

This trend is expected to continue, with YouTube investing more advanced AI technologies to enhance the platform further.