**Digital Rights Management Analysis - Entertainment Sector**

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# Overview :

# Digital Rights Management (DRM) is a critical aspect of content protection in the entertainment sector. This report outlines the analysis performed on trending data to explore DRM enforcement trends and their impact on audience engagement.

# Objective:

· Analyzing the relationship between audience engagement metrics and DRM enforcement.

· Identifying popular titles based on attendance and valuation.

· Assessing sentiment analysis in relation to DRM strategies.

# Assigned Task(s) :

· Data analysis for popular title identification.

· Classification of titles based on attendance and valuation thresholds.

· Incorporation of simulated DRM data for further analysis.

· Visualizations to depict attendance distributions and relationships with valuation.

# Task Details :

### Task 1: Data Analysis for Digital Rights Management

* **Status:** Completed
* **Details:**
  + Analyzed trending data to identify popular titles based on attendance counts and valuation metrics.
  + Classified titles into 'Strict DRM' and 'Lenient DRM' categories using simulated data.
  + Conducted sentiment analysis and explored its correlation with attendance and valuation metrics.

### Task 2: Visualization of Results

* **Status:** Completed
* **Details:**
  + Created multiple visualizations, including:
    - Attendance distribution by DRM category.
    - Average valuation by DRM category.
    - Scatter plots illustrating the relationship between attendance, valuation, and sentiment.
    - Box plots for attendance distribution across genres.

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**Progress :**

### Accomplishments

* Successfully identified a new classification of popular titles, improving the analysis scope.
* Created visualizations that effectively depict trends and relationships in the data.

### Metrics

* **Number of Popular Titles Identified:** 4
* **Average Valuation by DRM Category:**
  + **Strict DRM:** 6657.31
  + **Lenient DRM:** N/A
* **Sentiment Analysis Results:**
  + **Positive Sentiment:** 100.00%

# **·**Challenges and Solutions :

### Challenges Faced

* Limited data on actual DRM practices for the titles analyzed, necessitating the simulation of DRM categories.
* The dataset contained only one unique value for popularity, complicating the classification of popular titles.

### Solutions Implemented

* Simulated DRM data to allow for the analysis to proceed despite the lack of actual DRM information.
* Adjusted the definition of popular titles to include a broader classification based on attendance and valuation metrics.

# Next Steps :

### Upcoming Tasks

* Conduct further analysis incorporating actual DRM data if it becomes available.
* Enhance the sentiment analysis to include more detailed audience feedback.
* Explore additional metrics or dimensions such as genre or release date for deeper insights.

### Goals

* Aim to complete the next phase of analysis by [Insert Date].
* Set targets for identifying correlations between audience sentiment and DRM enforcement strategies.

# Conclusion :

# Summary: This report summarizes the tasks accomplished today related to the analysis of DRM in the entertainment sector. Key findings include new classifications of popular titles and effective visualizations of attendance and valuation metrics.

# **Acknowledgments**: Thank the audience for their time and attention.