

Project Proposal

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Project Title: The worldwide influence and analysis of Anime.

Introduction and Motivation

Ever since I was a teenager, anime has been something I am a die-hard fan of. Being an Otaku I have always wanted to dive deep into how popular anime has become over the years. Here I will explore the popularity of the genre [2] and the anime series that have a global reach. In addition, I will be looking at the overall quality of anime and the parameters that make an anime series the embodiment of the exceptional genre.

Questions

- What is the viewership market share of anime in different parts of the world? Will anime's viewership market share constantly grow in the years to come?
- What are the factors that determine whether an anime is good or not?

Data Source

- MyAnime Database [1], consists of data about anime franchises and viewers, uploaded in Kaggle by Azathoth.

Description of data sources

Tabular Data:

- AnimeList.csv (14479 rows X 31 columns) has information about anime franchises
- UserList.csv (302076 rows x 17 columns) has information about the users
- UserAnimeList.csv (80076112 rows × 11 columns) has the anime that each user has seen.

All the data has been taken from the same data source

(<https://www.kaggle.com/azathoth42/myanimelist>) .

References

[1] Račinský, Matěj, "MyAnimeList Dataset." Kaggle, 2018, doi: 10.34740/KAGGLE/DSV/45582. URL: <https://www.kaggle.com/azathoth42/myanimelist> .

[2] Henerson, Evan, "The Influence of Anime", Keyframe Magazine. <https://keyframemagazine.org/2020/08/14/the-influence-of-anime/> (Accessed 2020).