Name: Harisriguhan Sivakumar

Student ID: 31386709

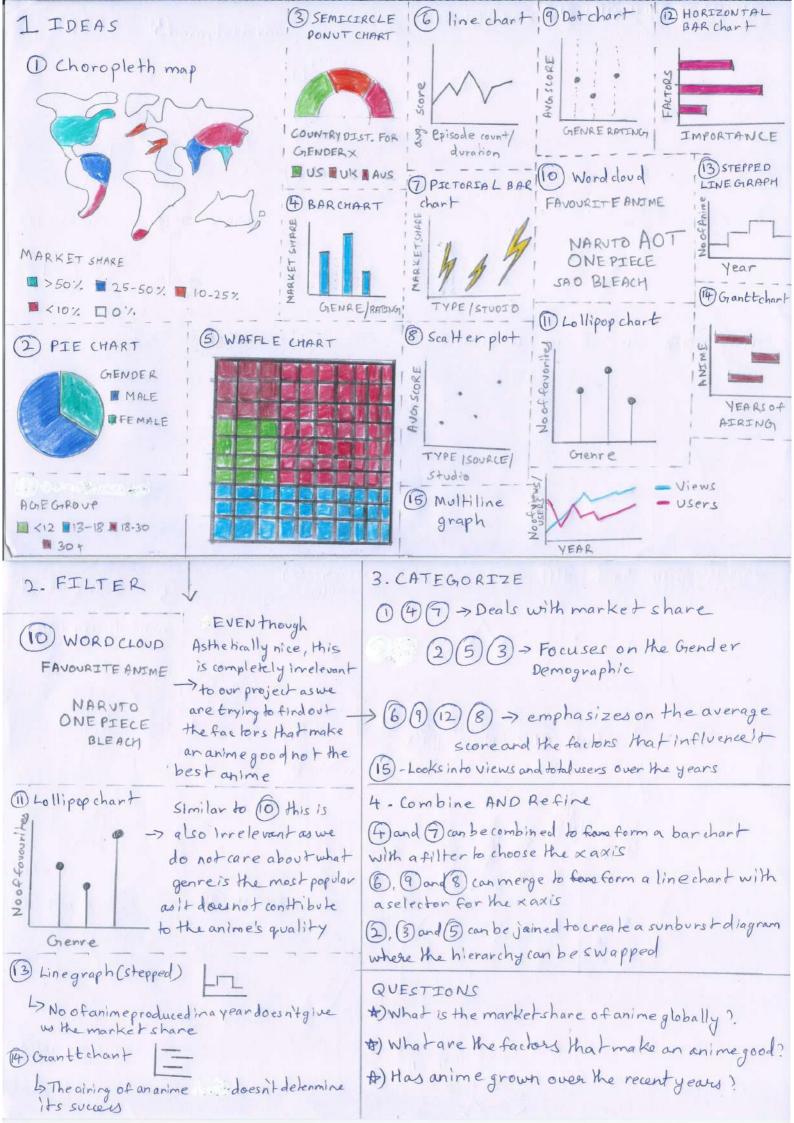
Topic: The Influence of Anime

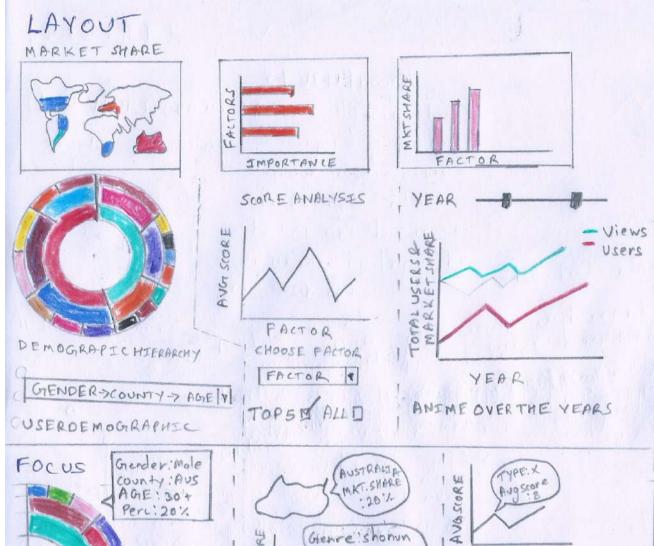
## Aim:

- To dive deep into the world of anime and to see how much the art form has grown over the years.
- To look into the reach of anime and find out whether it has had a significant influence in areas outside Japan, its country of origin.
- To find out the factors/parameters that make an anime successful

## Motivation:

As a fan of anime, I always wanted to do a project related to it as I ought to see what makes this genre the sensation that it is today. Also it will be very helpful for new anime fans to get an idea of the genre.





MKTSHARE: 10% TYPE When we have nover If we hove rover a part Genre. a point in any of of the sunburt diagram When we hover on a bar the line graphs we it will show the detor or country we will get the details of details and percentage get the manketshare the x and y axis values of the hovered part and the country (factor name

TITLE: INFLUENCE OF ANIME AUTHOR: HARISRFGUHAN STUAKUMAR DATE: 8th October 2021 SHEET: 2 TASK : Visualization Layout OPERATIONS ·Clicking a country will only give details of that country only - This can be done by clicking on a country on the map - Click on a factor gives us the factorys marketshare barchart. It a country is dickelt clicked it will only show for that country - prop downs are awailable for hierarrhy and factorselection - Slides is provided to give the yearrange

DISCUSSION

Pros: very creative & interactive Has adecen famount of filters Cons: - As the Information we get for factor vs marketshare depends on whate we click on other graphs It is pretty difficult

- Multiline graphs is not suitable as Users is a number and Marked share is in 1 -

