Youtube CONTENT MONETIZATION MODELER PROJECT BY KASI RAJAN



PROJECT OVERVIEW



- Machine learning tool to estimate ad revenue (USD) for online content.
- Predicts revenue based on views, likes, comments, watch time, subscribers, engagement, and more.
- Streamlit web app for realtime user interaction.

KEY FEATURES - YouTube -

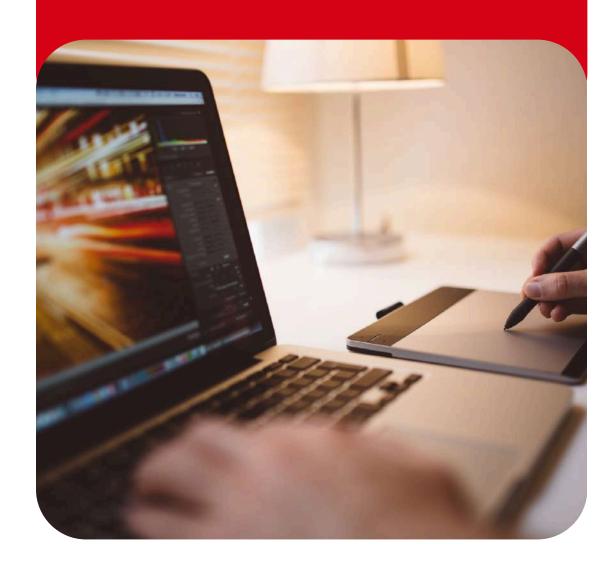
PREDICTS AD REVENUE USING 13 INPUT FEATURES:

- VIEWS, LIKES, COMMENTS, WATCH TIME, VIDEO LENGTH, SUBSCRIBERS
- CATEGORY, DEVICE, COUNTRY, DAY OF WEEK, MONTH
- ENGAGEMENT RATE, AVG WATCH TIME (AUTO-CALCULATED)
- HANDLES CATEGORICAL INPUTS: CATEGORY, DEVICE, COUNTRY, DAY OF WEEK
- LIVE PREDICTIONS USING YOUTUBE API KEY

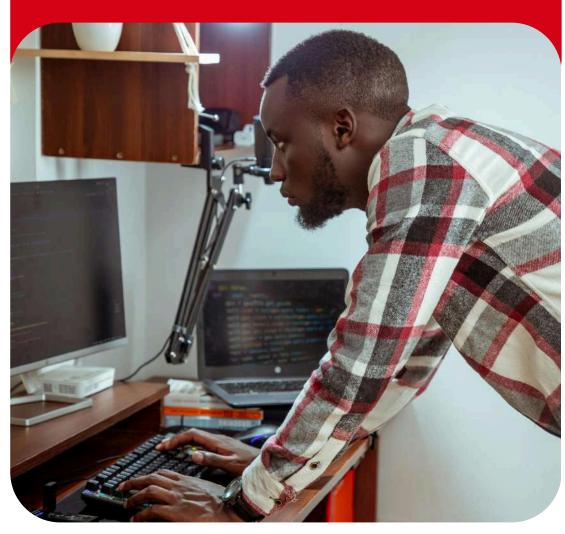


Feature Engineering

ENGAGEMENT RATE = (LIKES + COMMENTS) / VIEWS

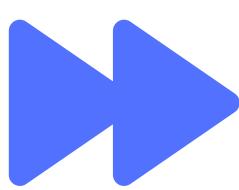


AVERAGE WATCH TIME = WATCH TIME / VIEWS



HELPS THE MODEL CAPTURE
USER INTERACTION
EFFICIENCY









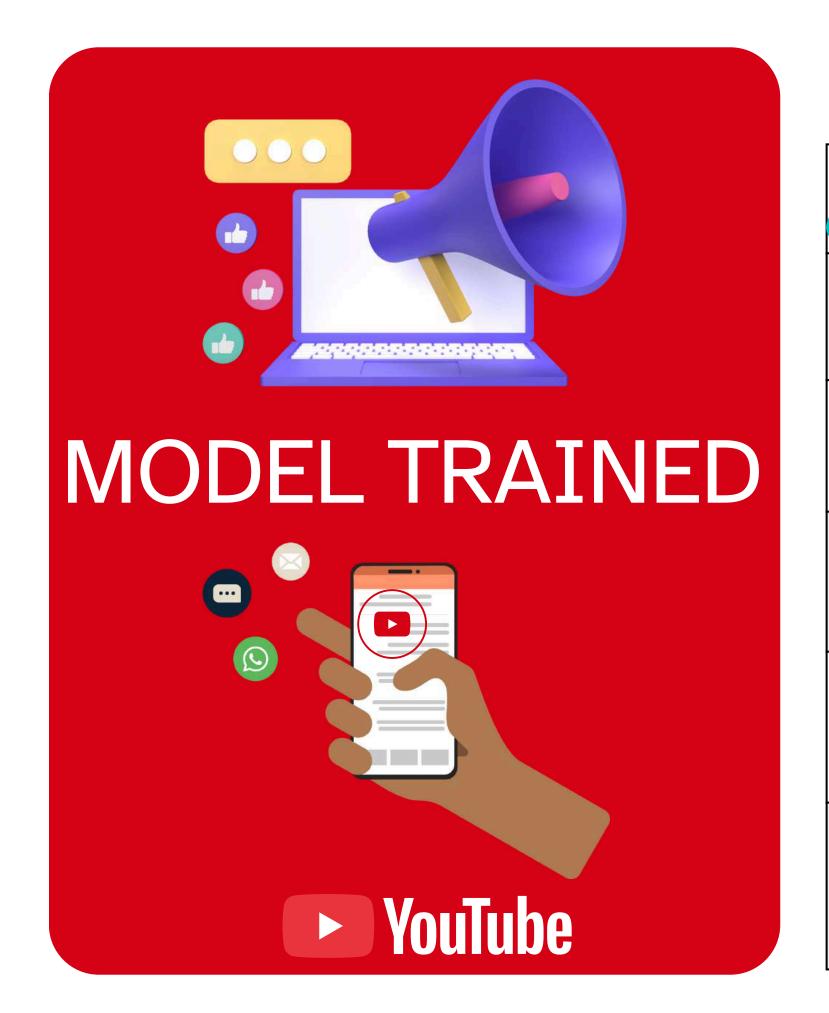
- HANDLE MISSING VALUES IN NUMERIC AND CATEGORICAL COLUMNS
- ENCODE CATEGORICAL VARIABLES USING LABEL ENCODER
- FEATURE SCALING FOR MODELS
 LIKE LINEAR REGRESSION

IMPLEMENTED IN CONMON.IPYNB











DECISION TREE REGRESSOR (DT)

K-NEAREST NEIGHBORS (KNN)

RANDOM FOREST (RF)

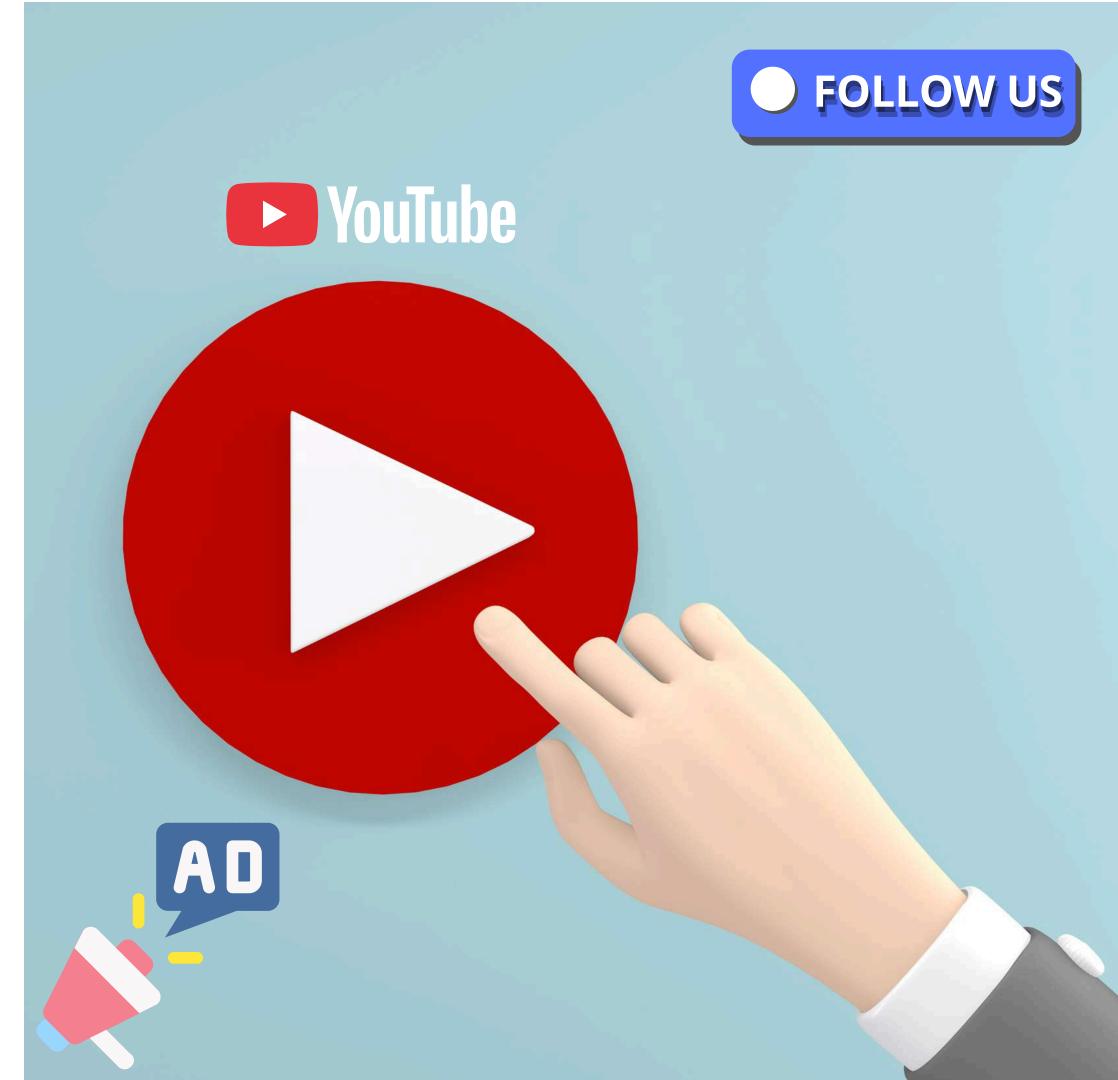
GRADIENT BOOSTING (GBR)

MODEL EVALUATION & SELECTION

- EVALUATED USING R2 SCORE ON TEST DATASET
- LINEAR REGRESSION CHOSEN FOR DEPLOYMENT BECAUSE:
- FAST PREDICTIONS
- STABLE AND INTERPRETABLE
- OTHER MODELS CAN IMPROVE ACCURACY IF

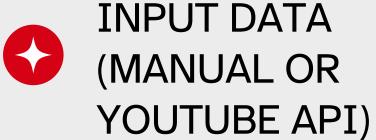
NEEDED





System Architecture / Workflow

WORKFLOW DIAGRAM





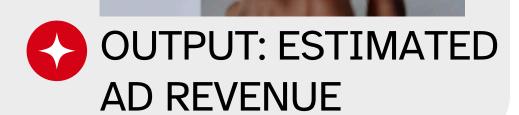










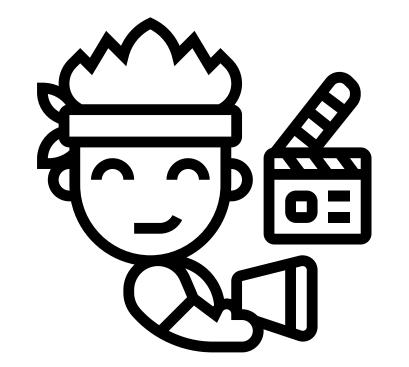


STREAMLIT WAR APP

- USER-FRIENDLY
 INTERFACE FOR REALTIME PREDICTIONS
- ACCEPTS MANUAL INPUT OR FETCHES LIVE YOUTUBE VIDEO DATA
- DISPLAYS PREDICTED
 REVENUE INSTANTLY

Youtube





CONCLUSION



- ACCURATE REVENUE PREDICTION FOR ONLINE CONTENT
- FLEXIBLE: SUPPORTS MULTIPLE REGRESSION MODELS
- INTERACTIVE: STREAMLIT APP WITH LIVE API INTEGRATION
- CAN BE EXTENDED FOR OTHER PLATFORMS OR REVENUE STREAMS



