Entertainer Data Analysis Architecture Author: Amirta V Sneha Arun Sudhanshu Dandriyal Vaibhav Joshi

<u>Index</u>

S.No	Title	Page No.
1	Scope	3
2	Introduction	4
3	Architecture	5

Scope

The scope of this analysis to see which among the components of Mass Media Entertainment plays a significant role in the growth of Mass Media Entertainment through visualization and correlation. In a large picture this information will let people know which component will lead to more growth of the industry and as well as which among them has to be improved for the sustainable growth of Mass Media Entertainment. Eventually the growth of Mass Media Entertainment will lead to the growth of the whole Entertainment Industry.

Introduction

Entertainment is an activity that gives people a chance to take a diversion from their routine work for a short span of time and to relieve the stress that has been accumulated. The person who performs these activities are called entertainers and all entertainment activities are put together by an industry called entertainment industry.

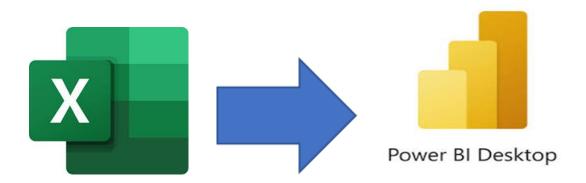
The Entertainment Industry has been a part of human life for centuries. It has been involved in human life in more than one way. It breaks the monotony of people's life, fills the void present in their life virtually, helps people to detach themselves from the reality for a temporary period and sometimes provides a hand in healing people from inside. There are economical benefits that are gained through this industry such as it generates employment opportunities and revenues. The industry also plays the role of psychological influencer.

The importance and influence of the entertainment industry in human life has exponential growth over the years. It influences each every day to day task in our life, even our perception towards anything is being influenced. The industry has become powerful over the years. Detaching it from human life is impossible.

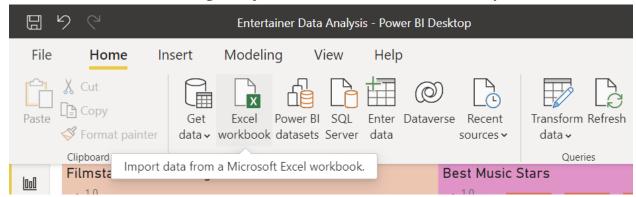
The entertainment industry has various sub industries in itself such as Digital entertainment, Electronic entertainment, Mass Media Entertainment, Exhibition Entertainment and Live Entertainment. This project deals with the various components of Mass Media Entertainment. The components of Mass Media Entertainment discussed are Film, Music, Television.

Architecture

• The entire architecture of Entertainer Data Analysis Project is:

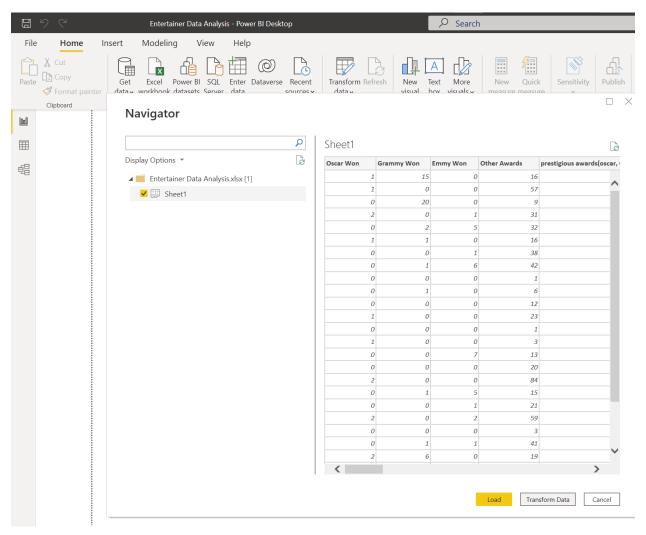


- The entire Data was stored in a single Excel File named as Entertainer Data Analysis which consists of 20 columns.
- We used PowerBI Desktop for visualizing Data and getting useful insights from the data.
- In PowerBI Desktop, clicking on Getting Data from Excel Workbook and loading the file Entertainer Data Analysis:



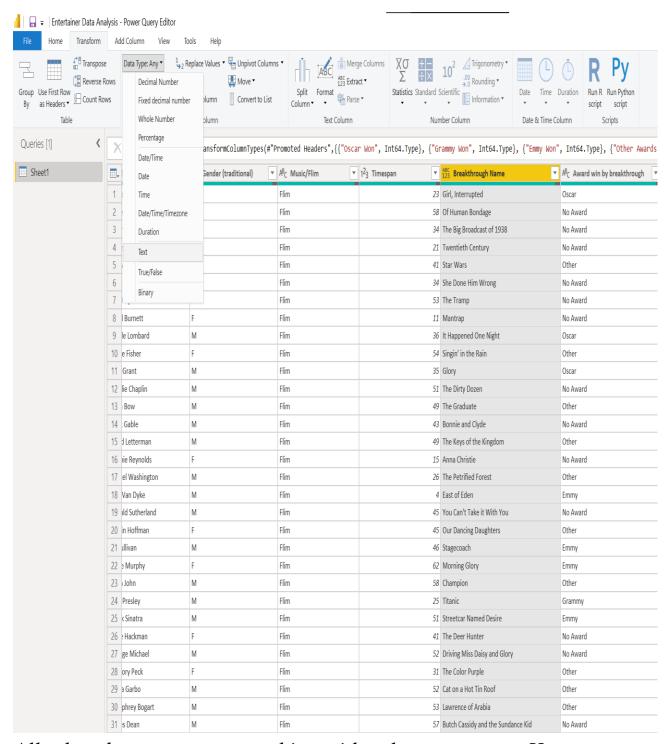
• Selecting Excel Sheet and clicking on Transform Data:

Entertainer Data Analysis Architecture

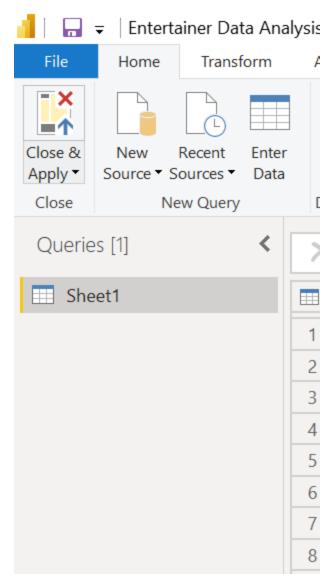


Transforming Data Type of column Breakthrough Name from Any to Text:

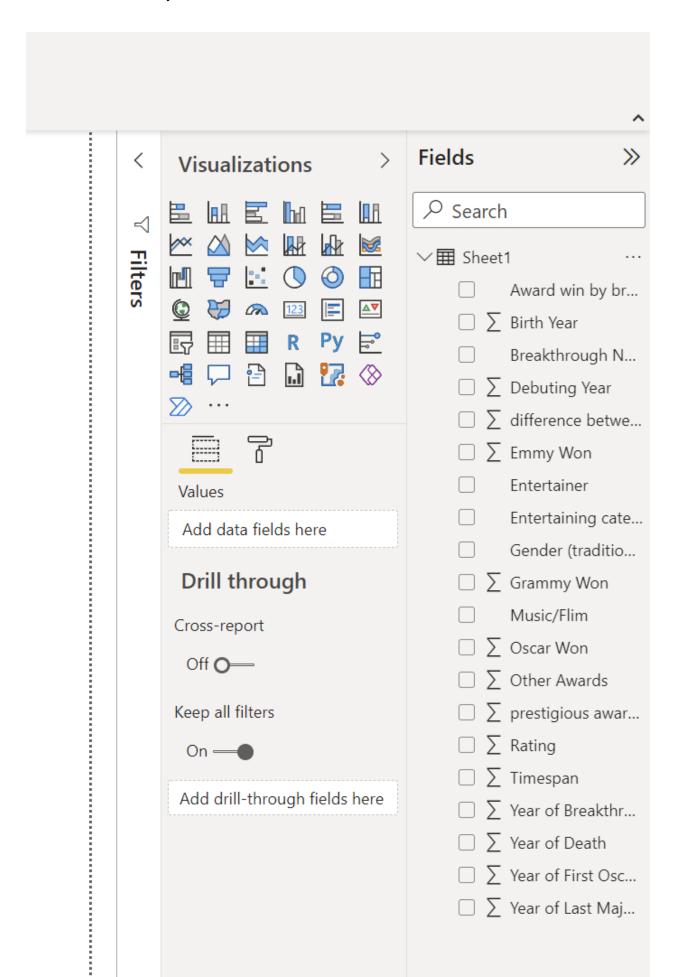
Entertainer Data Analysis Architecture



• All other data types are matching with columns present. Hence applying this change by clicking on Close & Apply button present in Home Tab:



• The data gets loaded and now creating visuals based on various visualization charts present in Visualizations Pane of PowerBI Desktop:



• Creating all necessary charts and making a colourful dashboard:

