

## SUBSCRIBERS GALORE: Exploring World's Top YouTube Channels

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### Project Report Template

#### INTRODUCTION:

##### 1.1 Overview:

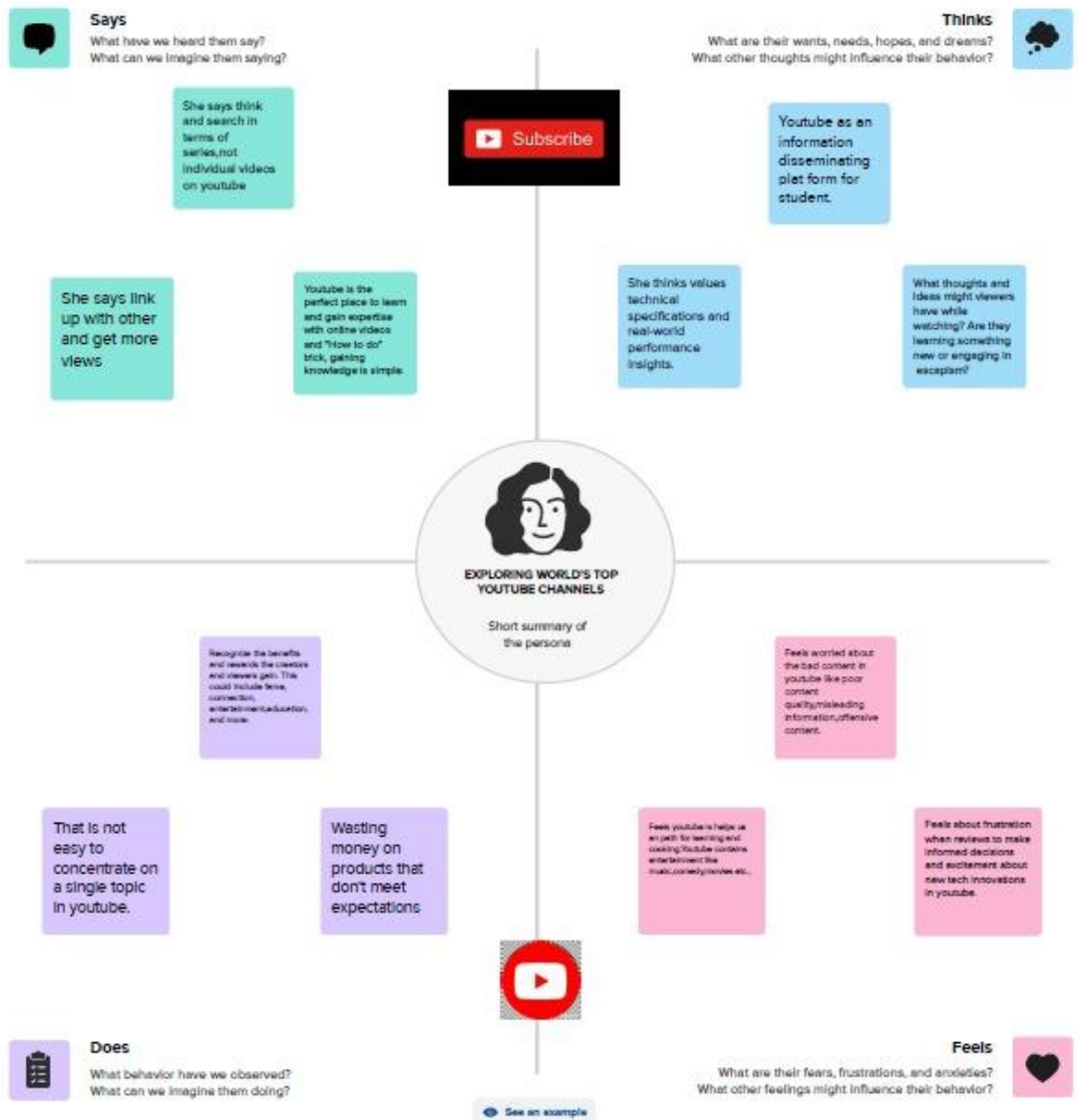
- ❖ A subscriber to a channel on the video-sharing YouTube is a user who has chosen to receive the channel's content by clicking on that channel's "Subscribe" button, and each user's subscription feed consist of videos published by channels to which the user is subscribed.
- ❖ The ability to subscribe to users was introduced in October 2005. YouTube began publishing a list of its most-subscribed channels in April 2006.
- ❖ An early archive of the list dates to May 2006.
- ❖ This report delivers about world's YouTube channel.

## 1.2 Purpose:

- A YouTube subscriber is someone who has chosen to “follow” your channel and your content so they can stay updated with your latest videos. In essence, a subscriber can become a raving fan who watches, comments and shares your videos with others.

## 2. PROBLEM DEFINITION & DESIGN THINKING

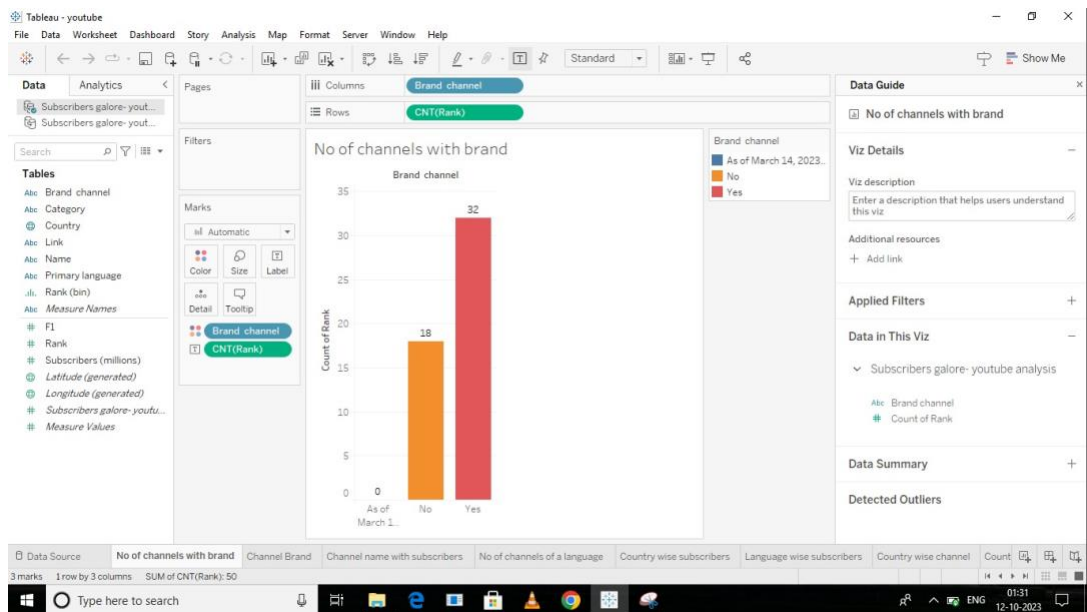
### 2.1 Empathy:

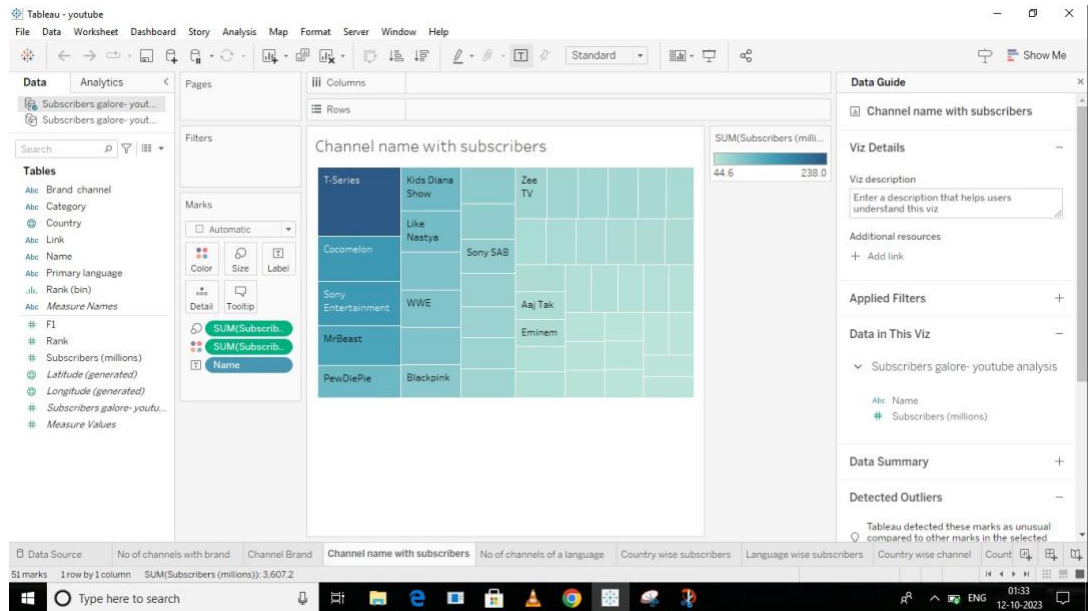
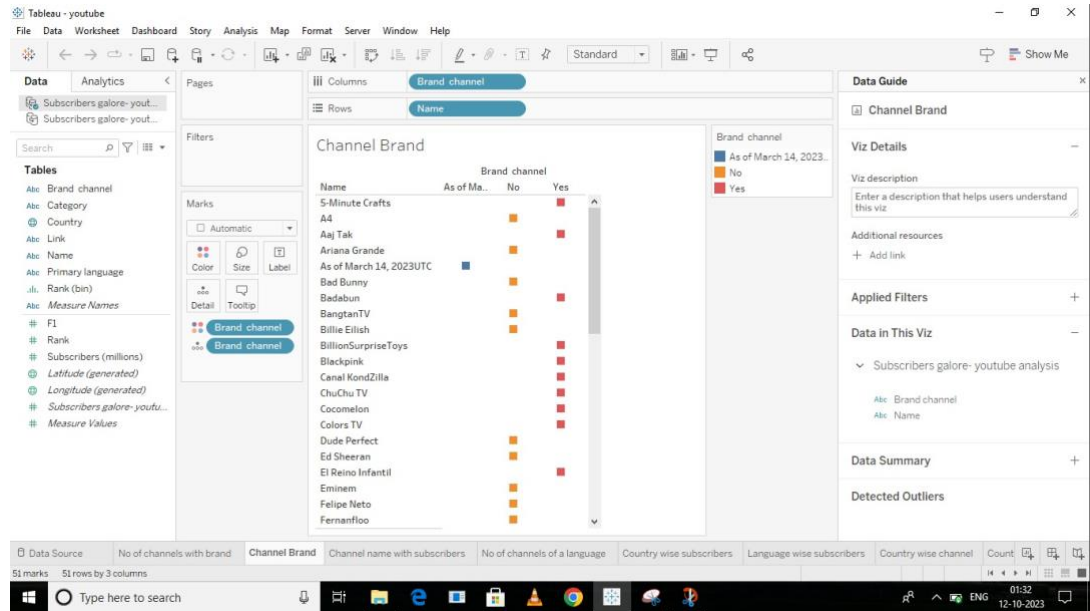


### 2.2 Ideation & Brainstorming Map

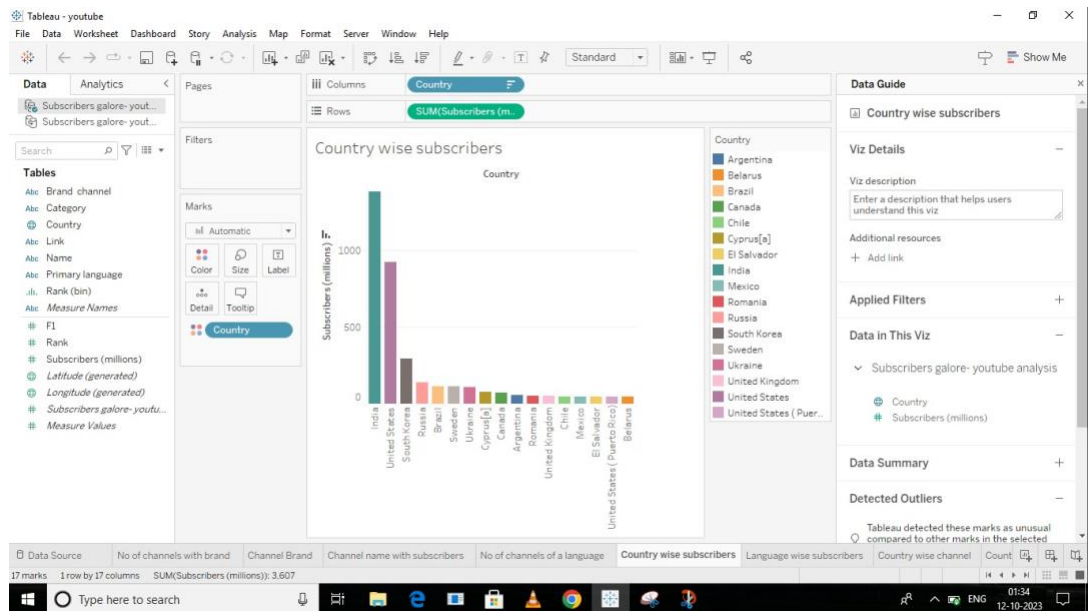
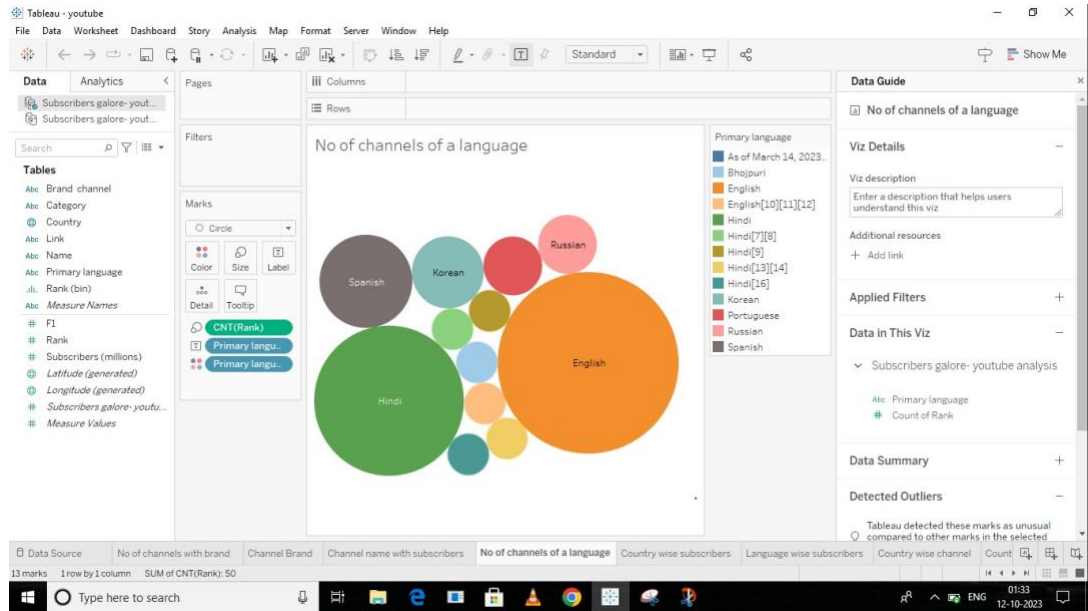


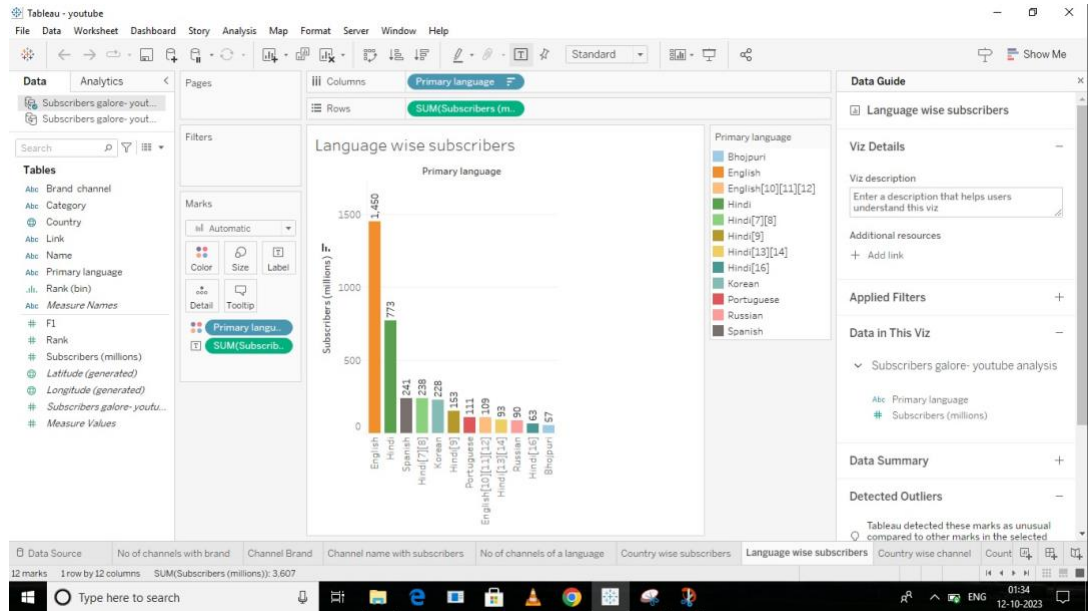
### 3. RESULT

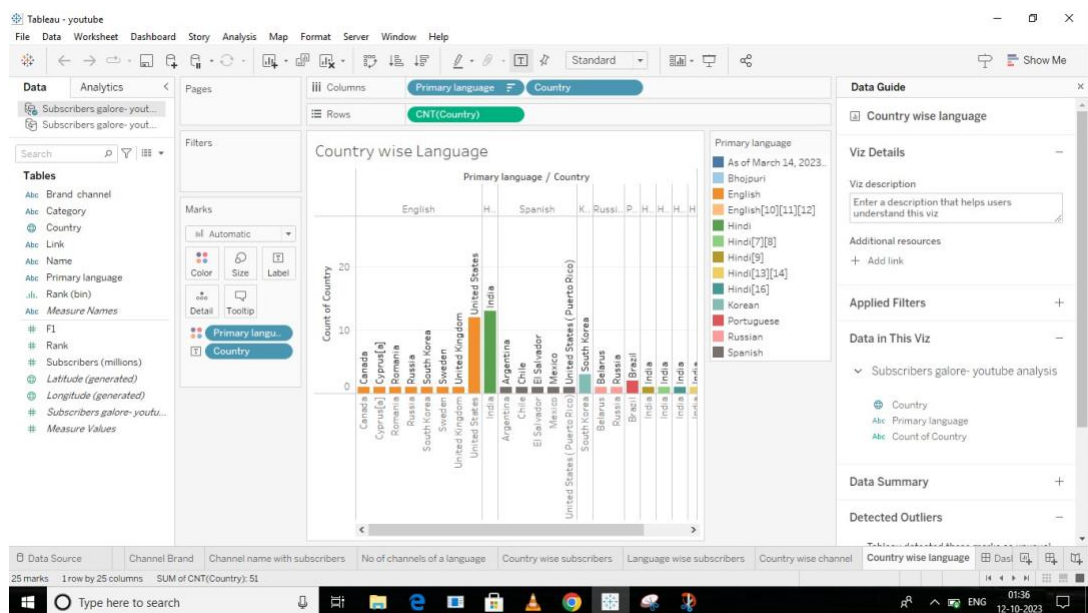
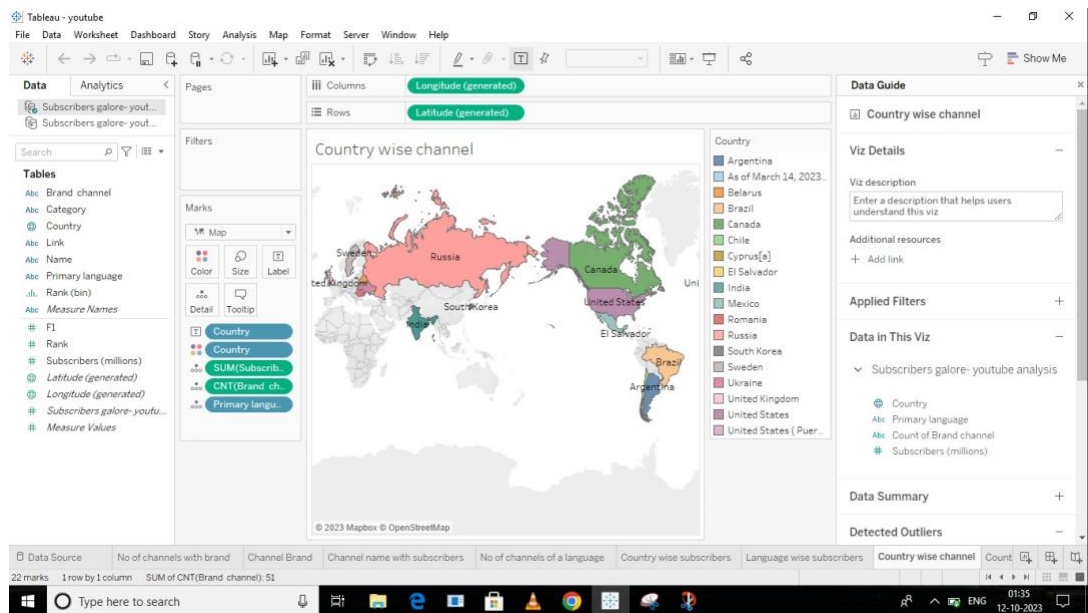












#### 4. ADVANTAGES & DISADVANTAGES

##### Advantages:

- ❖ Top YOUTUBERS often gain celebrity status, with recognition and opportunities for partnerships and collaborations.
- ❖ Creators have the freedom to produce content on topics they are passionate about, without many of the constraints found in traditional media.



Disadvantages:

- ❖ Dealing with negative comment and trolling can be emotionally training.
- ❖ The pressure to constantly produce engaging content can lead to stress and creative burnout.

5. APPLICATION:

- ❖ This is the primary application for Smart Phones and tablets. It allows users to browse, watch, and upload videos. It's available for both Android and IOS devices.

6. CONCLUSION:

- ❖ Channels may target audiences in regions where YouTube and online video consumptions is growing rapidly, such as Asia, Africa, and Latin America.

7. FUTURE SCOPE:

- ❖ Channels might explore e-commerce integrations, allowing viewers to directly purchase products featured in videos or linked to the channel's content.



