**Topic Proposal**

The research topic our team has chosen is anime popularity in 2022 using data from anime planet, a website where you can “Discover anime and manga, track your progress, watch anime, read manga.” The data is provided from Kaggle and has over 18,000 anime with 16 variables total. The variables included are: rank, name, Japanese name, type, episodes, studio, release season, tags, rating, release year, end year, description, content warning, related manga, related anime, voice actors, and staff. The dataset is called ‘Anime DataSet 2022’ and is linked here: <https://www.kaggle.com/datasets/vishalmane10/anime-dataset-2022/data>.

**Research Questions**

1. Does the amount of voice actors or participation of certain voice actors predict the popularity of an anime?
2. Is anime popularity influenced by the studio that produces them?
3. What genre of anime is the most popular?
4. What variables influence the ratings of anime the most?

**Modeling Methods**

1. Clean the dataset.
2. Perform EDA to understand the dataset.
3. Perform statistical tests to investigate the relationship between anime ratings and the additional variables.
4. Create visualizations to present the findings in a clear and interpretable manner.

**GitHub Repository**

Here is the link to our GitHub repository: <https://github.com/SwathiMurali/DATS-6103-T4>

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