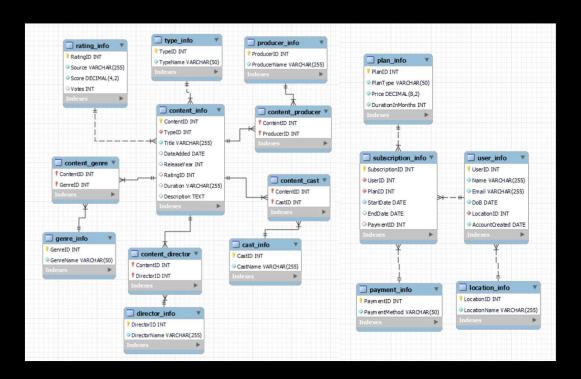
# NETFLIX

Team14

## Agenda

- ER Model and Implementation
- Business Application
- ETL Design
- Potential Opportunities

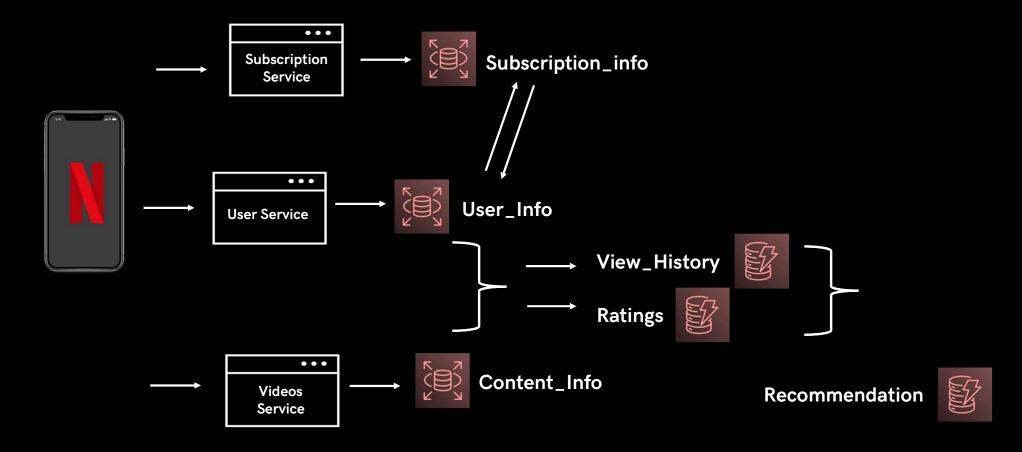
#### **ER Model**



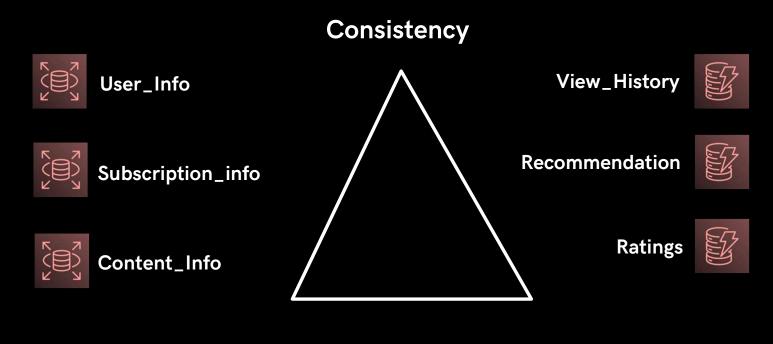
# NETFLIX

- one of the world's leading entertainment services
- 283 million paid memberships
- over 190 countries
- 18,000 + titles

#### **Backend Database System Workflow**



#### **CAP Theorem**



**Availability** 

**Partition Tolerance** 

# **Business Application**

#### **Recommendation System**

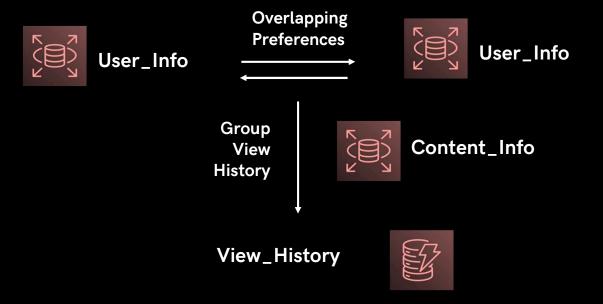
#### **For Watch Parties**



Recommending content that aligns with the **shared** interests of two or more users.

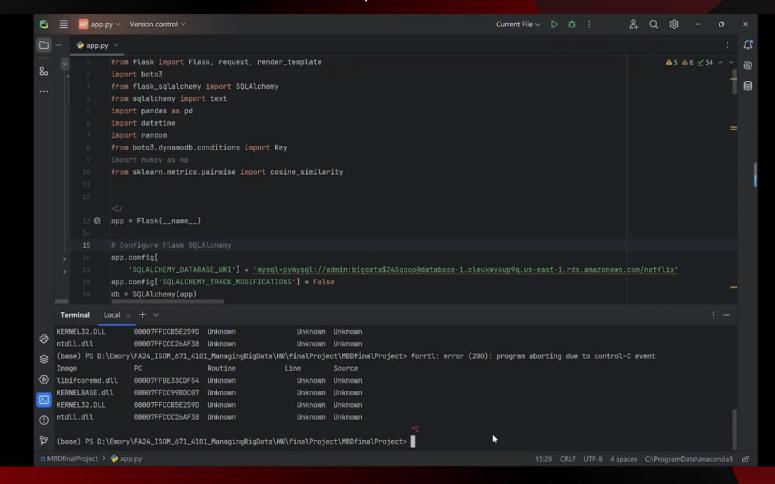
- Users also can manually influence recommendations by specifying their current interests.
- Quickly find something they both enjoy without endless scrolling.

#### **Database Involved & Information Gathered**



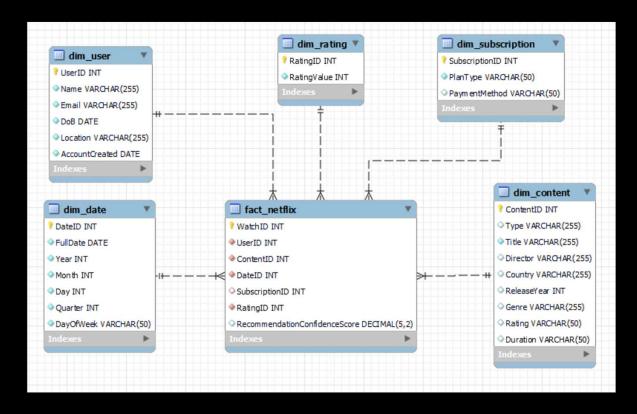
#### **Recommendation System**

Take input from two sides and then recommend a movie based on the similarity score





### Star Schema

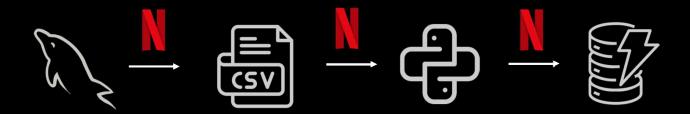


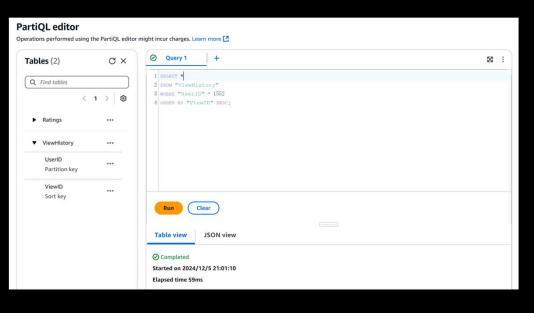
#### 1 Fact Table + 5 Dimension Tables

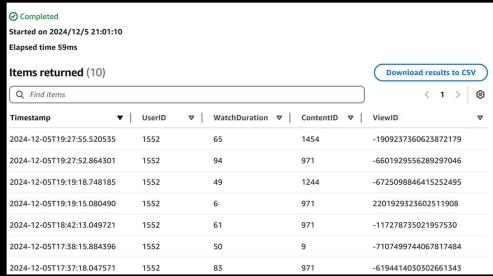
- Each row in the fact table represents a single interaction between a user and a piece of content at a specific point in time
- Find the recommendations for a specific user

#### **Business Insights**

- Watch Party Dynamics
- Recommendation System Effectiveness
- User Preferences and Behavior







# Challenge & Innovation

#### No Mutual Interest

- System would randomly list five options for them.
- the system could propose popular content that falls outside of their preferences

#### Preference weighting system

- Users assign different weights by their preferences to the titles.
- Prioritizes features or aspects of the idea that bring the most value result.

#### Adaptive group profile

- Users assign different weights by their preferences to the titles.
- Prioritizes features or aspects of the idea that bring the most value result.

