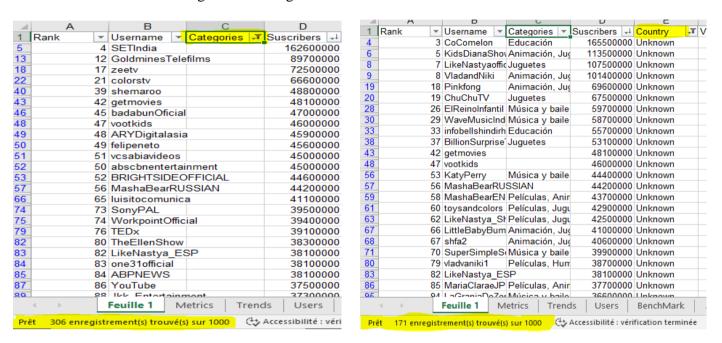
Task 1: YouTube Streamer Analysis

1. Data Exploration:

The Key variables are:

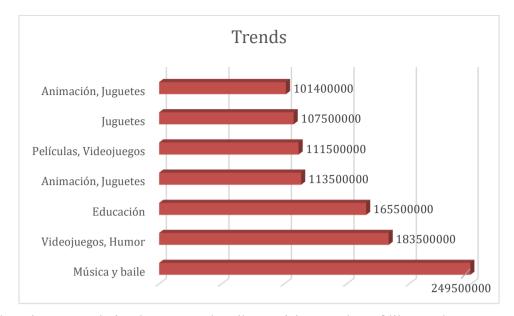
- Username
- Categories
- Subscribers
- Country
- Visits
- Likes
- Comments

There are 306 missing data in Categories column and 171 Unknown countries.

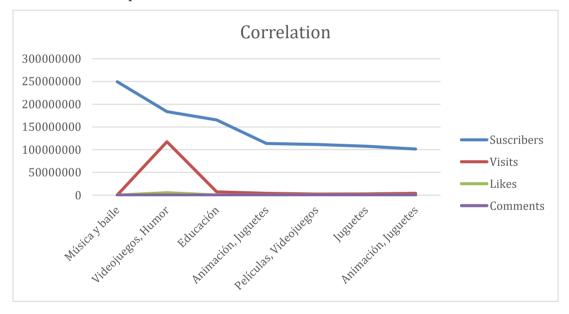


2. Trend Analysis:

• (Trends: most popular have more than 100M subscribers.)

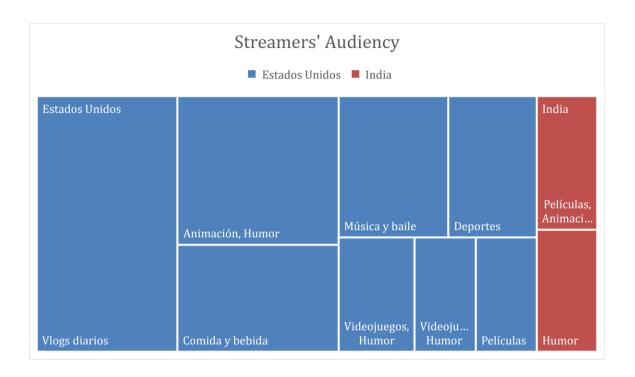


• there is no correlation between subscribers, visits, number of likes and comments, there are up to M subscribers and less than half of visitors, comments and likes.



3. Audience Study:

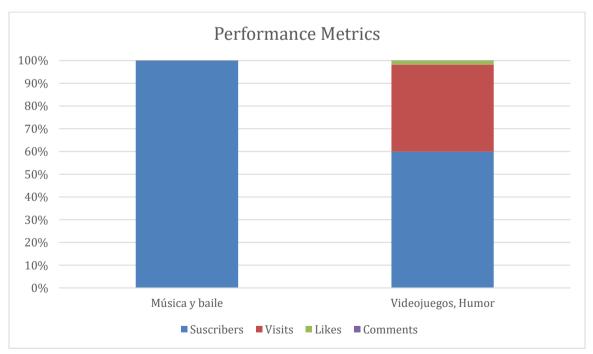
Most streamers 'audiences are from Estados Unidos they do likes Videojuegos, Humor; Películas, Videojuegos and India they do likes Música y baile.



4. Performance Metrics:

Rank 1 in a total of 249500000, there are only 0.035% of visits; 0.001% of likes;
0.00003% of comments

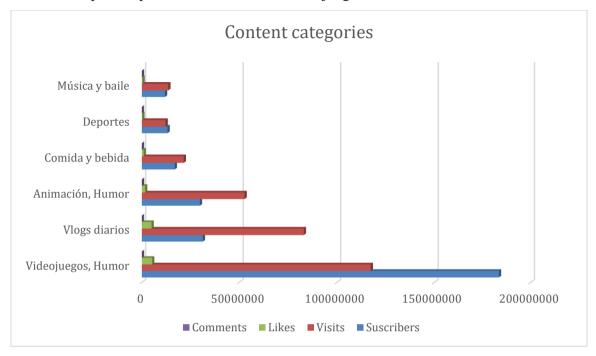
Rank 2 in a total of 183500000, there are 63.98% of visits; 2.89% of likes; 0.01% of comments



• There are anomalies in this metrics, no link between suscribers, visits, likes and comments.

5. Content Categories:

- Videojuegos, Humor has highest number of streamers
- Exceptional performance metrics: Videojuegos, Humor.

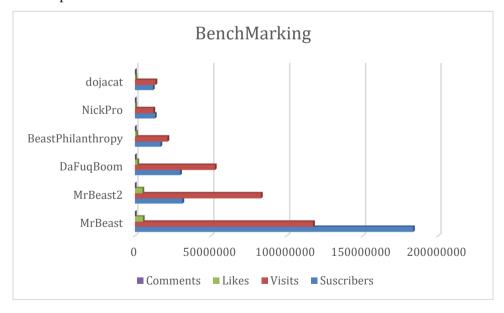


6. Brands and Collaborations:

High performance metrics have more collaborative brands

7. Benchmarking:

The Top content creator is MrBeast



8. Content Recommendation:

- 1. Content must be funnier for attracting users
- 2. Based on performance metrics, diversity in a content creation is more attractive for more brand collaboration
- 3. Games can be used for delivering a message on a target audience
- 4. Introduce a remembering message of like and comment before the video's content.