

# Anime Recommendation

Capstone

Edgar Gonzalez

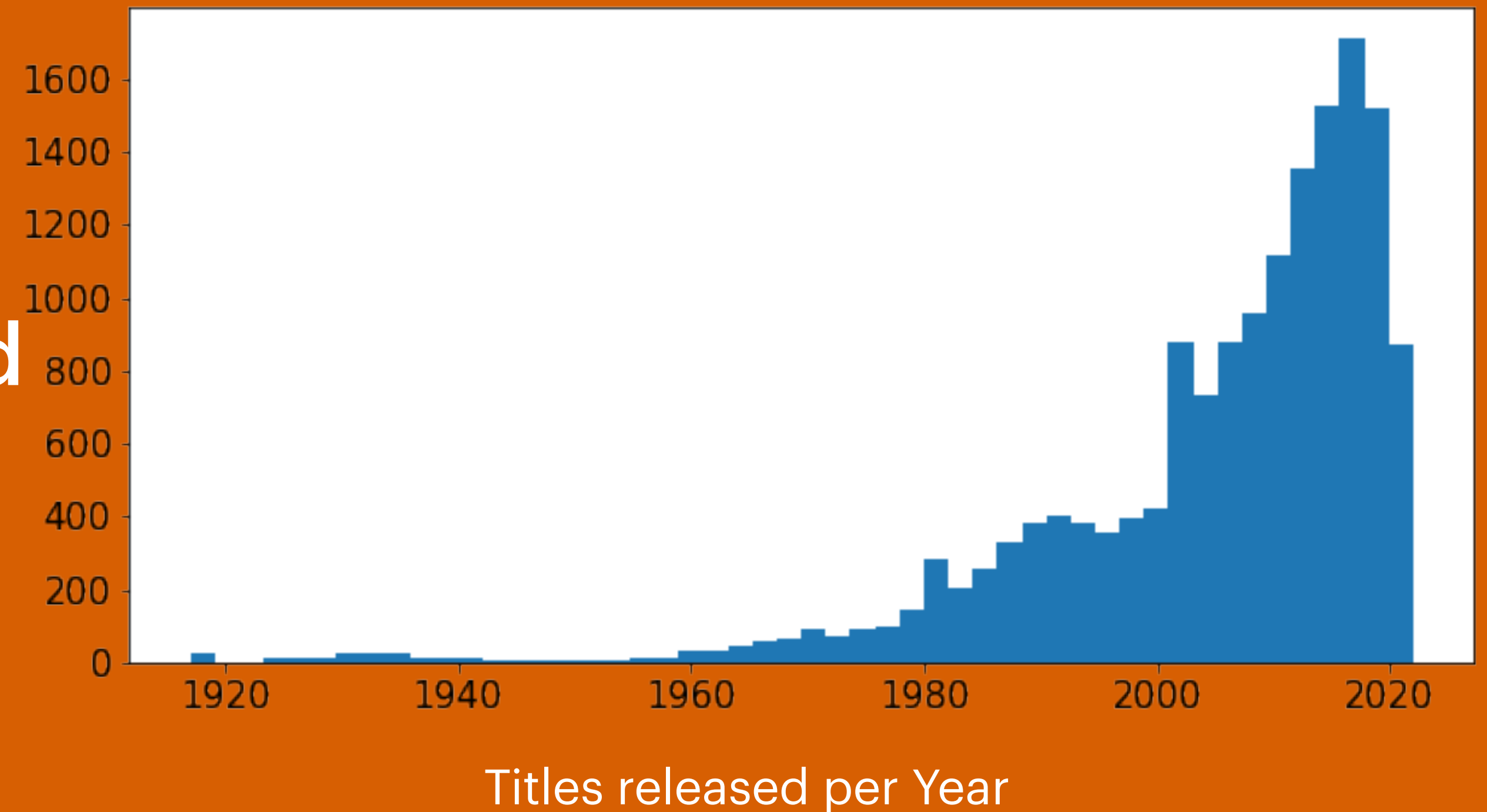
# Anime in the Mainstream

Popularity has steadily  
increased over time

Increasing number of titles released  
Per Year

A growing number of companies  
Are starting to stream or create  
Anime

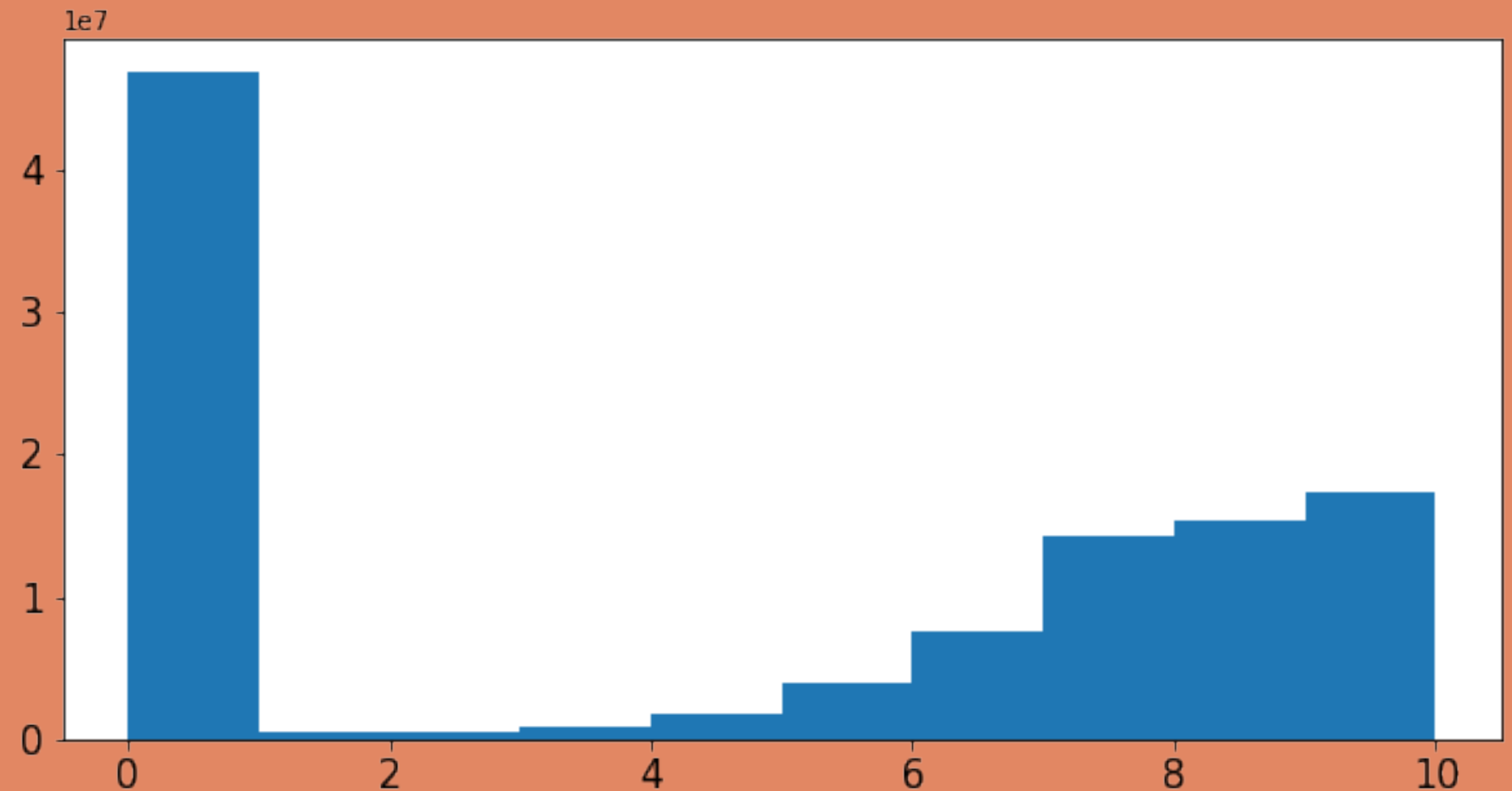
Crunchyroll, Funimation, Netflix, Amazon,  
Etc.



# Data

## From Kaggle

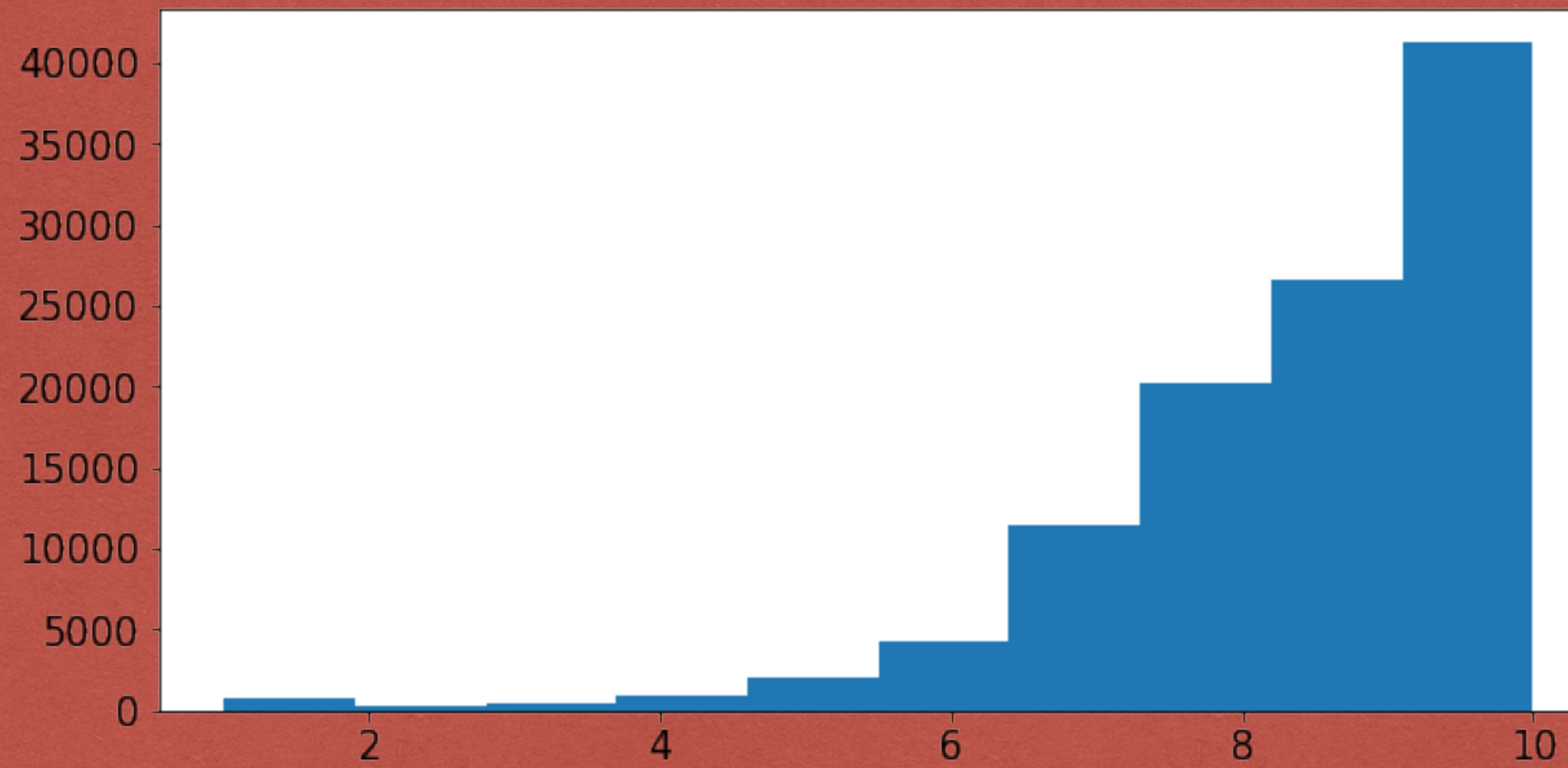
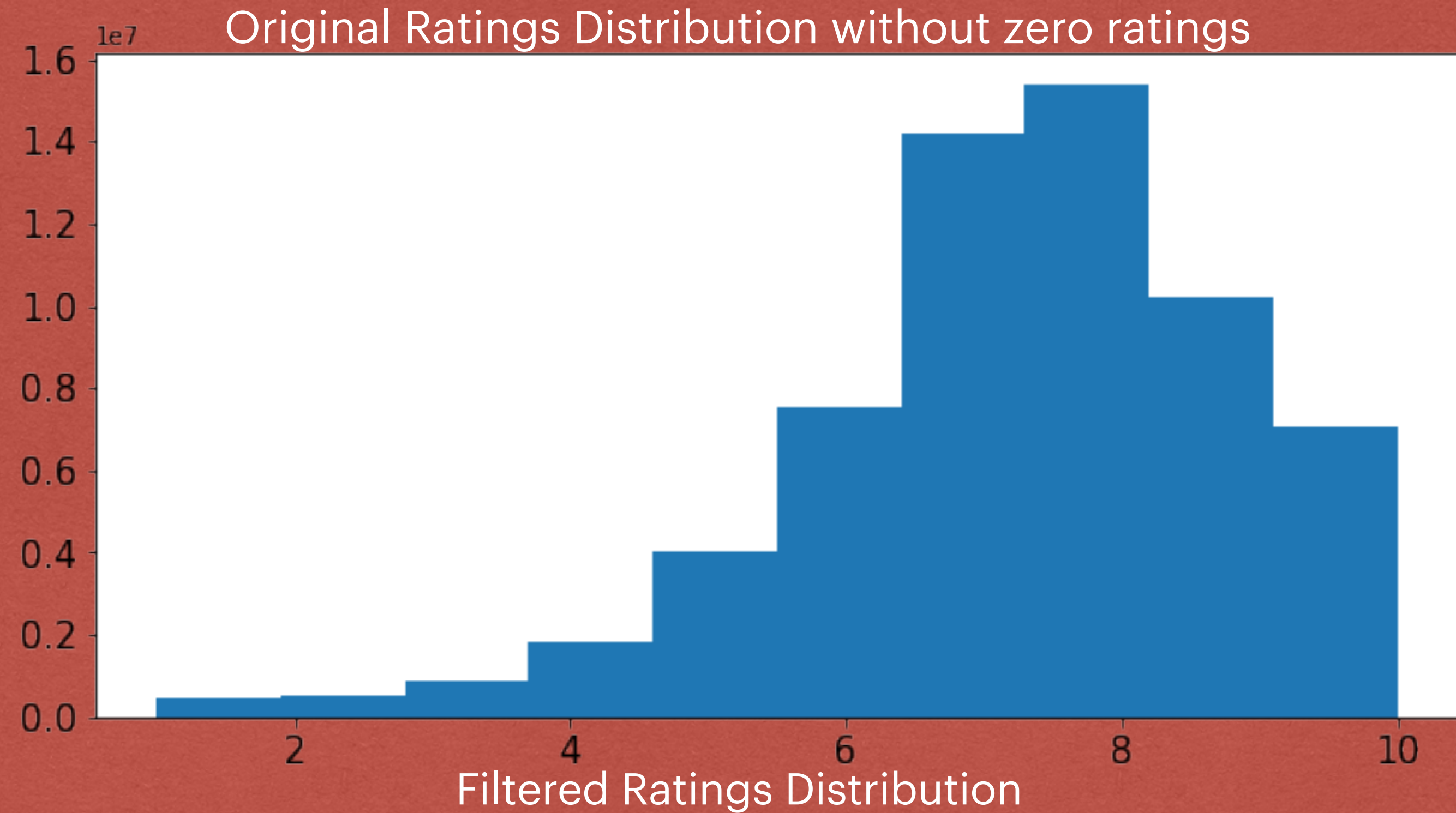
- 326,000 Unique Users
- 106 million ratings
- 17,000 Anime titles
- Rating Scale of 1 - 10
- Over 30 genre types





# Data Cleaning and EDA

- Filling in names for titles with 'Unknown' values
- Removal of Pornographic titles
- Removal of 0's in user ratings (40% of user ratings were 0 values)
- Removal of users that had rated shows they hadn't watched yet



# Modeling

- Only used a subsection of total data so far
- 1000 titles, 14000 Unique users, 100000 total ratings
- Surprise library in Python
- Using RMSE to measure accuracy of the model
- SVD (Lowest RMSE: 1.42)
- KNN Basic (Lowest RMSE: 1.60)
- KNN Baseline (Lowest RMSE: 1.51)
- KNN with Mean (Lowest RMSE: 1.52)



# Future Steps

## Moving forward

- Add content filtering by age of show
- Add content filtering based on outside fields of interests
- Live website

