# YouTube\_Trending\_Videos\_Exploration\_615\_Final\_Project

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## Introduction

YouTube is one of the largest video hosting websites in the world, which has profound influences on the society in all aspects. Therefore, analyzing of YouTube's dataset become significant for advertisers and investors to analyze the social trends and make a prediction for future strategic business planning.

#### Therefore, the key objectives of the report are as follows:

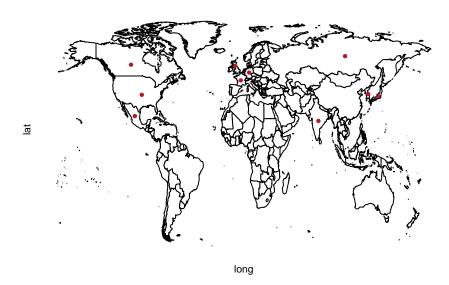
- Find the view patterns of YouTube videos by region;
- Select the category that have relatively higher business potential by constructing evaluation matrix;
- Explore the popular words used in the YouTube trending videos.

# Data Description

#### **Datasets**

- The dataset includes daily trending YouTube videos of 10 countries: United States, United Kingdom, Germany, Canada, France, Japan, Korea, Mexico, Russia and India.
- Trending time interval: 2017.11-2018.6.
- The variables used contain: video id, trending date, category id, category name, publish time, views, likes, dislikes, comment count.
- Source: https://www.kaggle.com/datasnaek/youtube-new#header

#### Distribution of Countries in Dataset



#### **Data Processing**

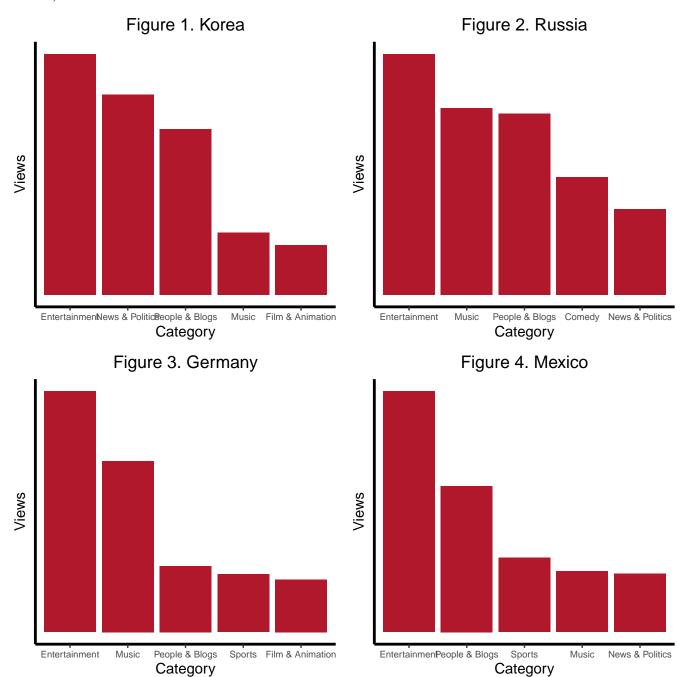
- Drop null values and corrected time format;
- Pair the category ids with their names for further analysis.

# **Exploratory Data Analysis**

# 1. View pattern

# 1.1 Top 5 Most Viewed YouTube Categories (by country)

- Entertainment videos are most viewed in six out of ten countries (Figure 1-6), followed by music videos dominated both in UK and U.S. (Figure 7,8).
- Indian viewers like auto and vehicle videos best (Figure 9), while French prefer game streaming (Figure 10).



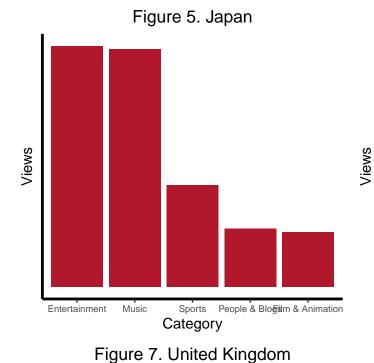


Figure 6. Canada

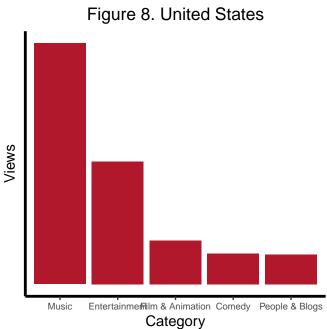
EntertainmenPeople & Blogs Comedy News & Politics Music Category

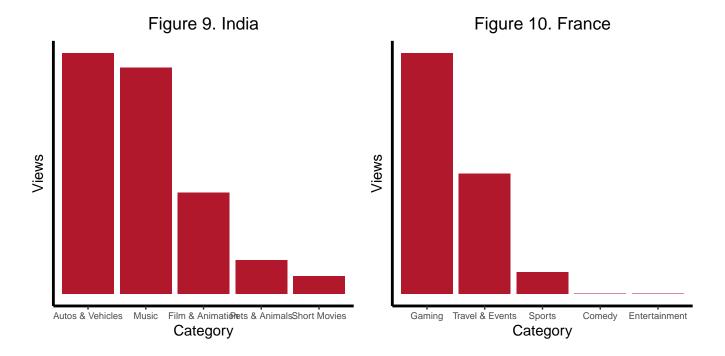
Views

Music

Entertainmelfilm & Animationeople & Blogs Comedy

Category

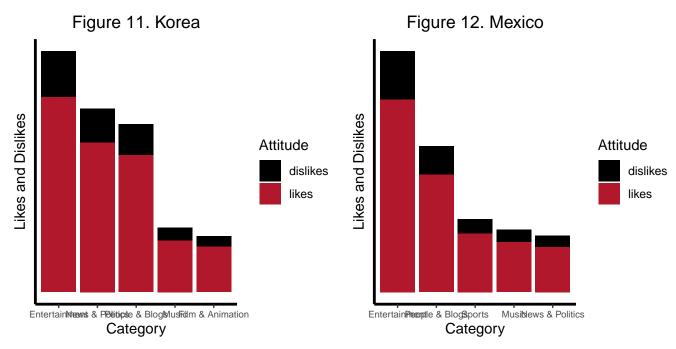


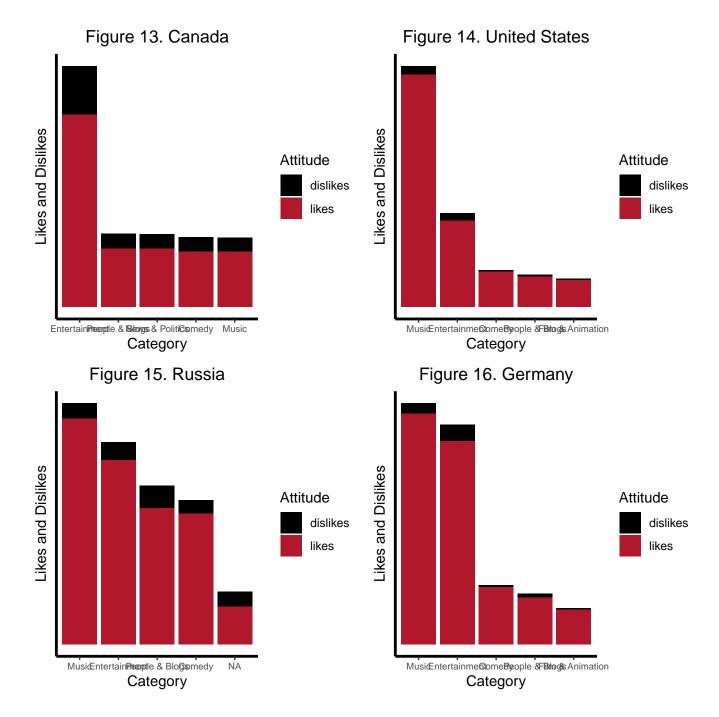


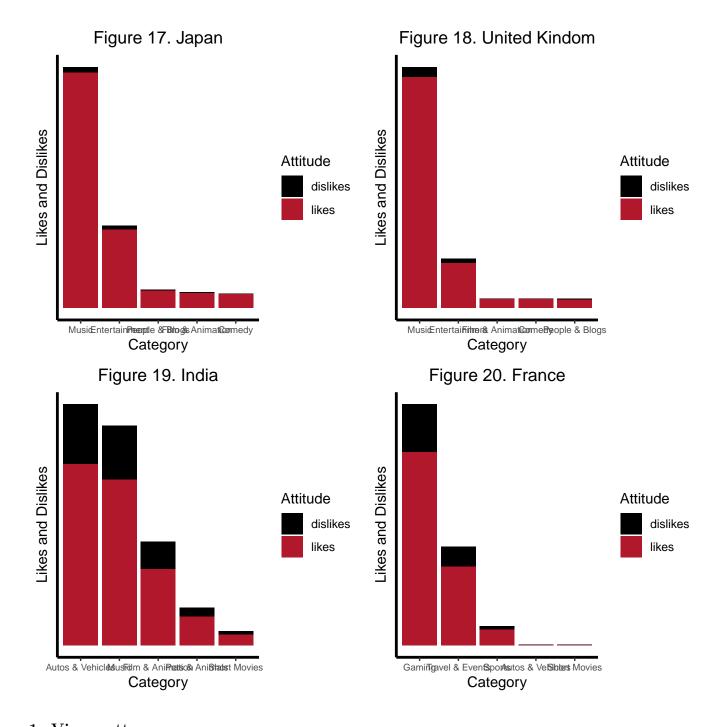
#### 1. View pattern

#### 1.2 Top 5 Most Rated YouTube Categories (by country)

- In terms of likes and dislikes, similarly, videos regarding to entertainment (Figure 11-13), music (Figure 14-17), gaming and auto (Figure 18-20)gain most popularity.
- The percentage of dislikes in music videos is generally lower than that in other three Top 1 genres, which indicates that music videos are more acceptable than others and thus a "safe" choice for advertiser.



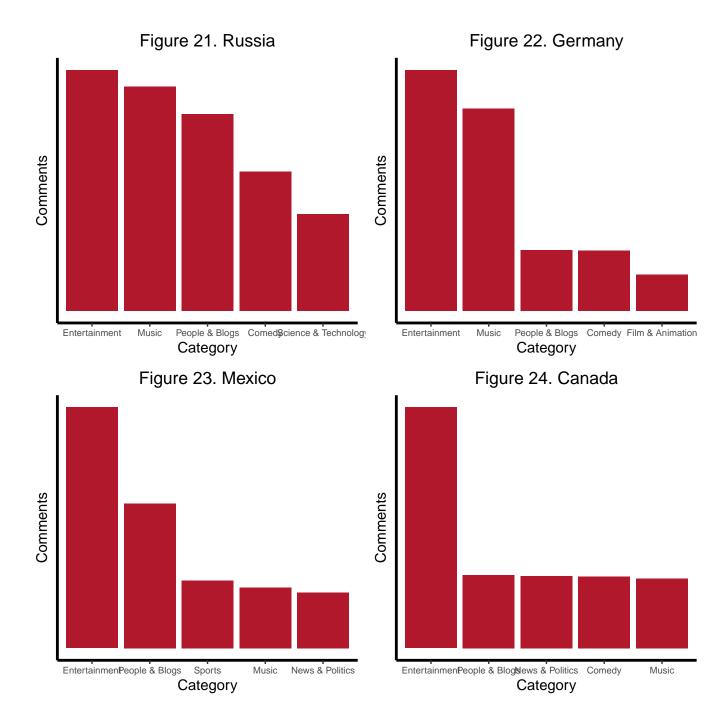


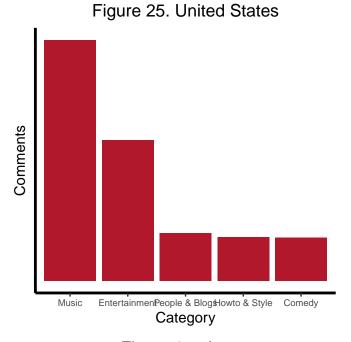


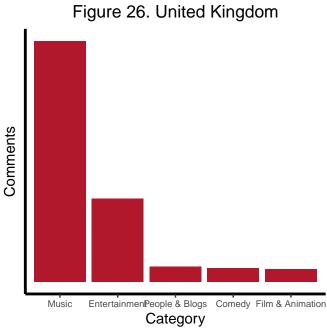
# 1. View pattern

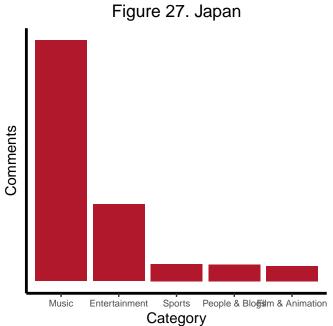
#### 1.3 Top 5 Most Commented YouTube Categories (by country)

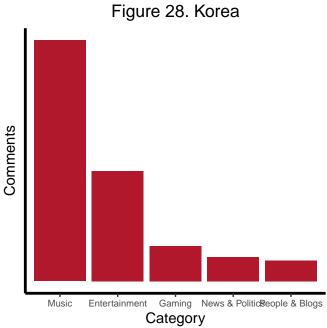
• Entertainment (Figure 21-24), music (Figure 25-28), gaming and auto videos'(Figure 29-30) influence continues. . .

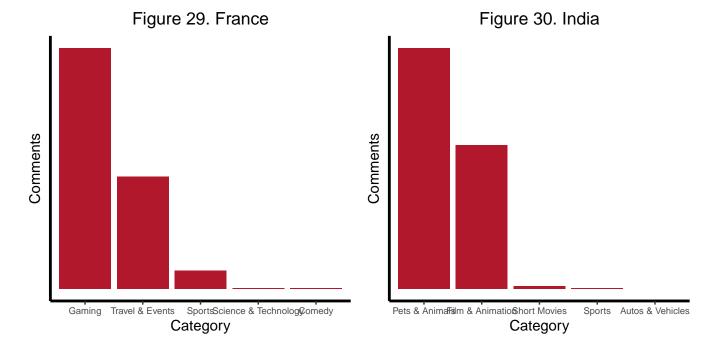








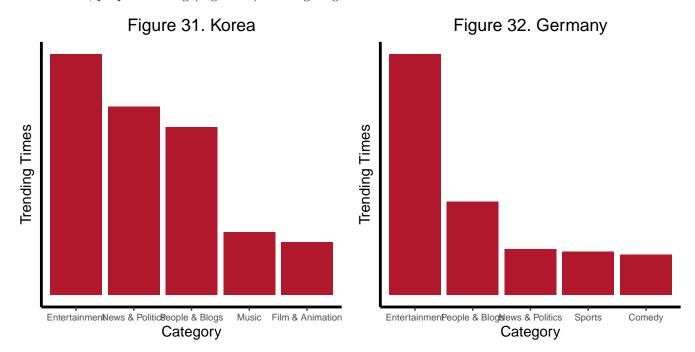




# 1. View pattern

#### 1.4 Top 5 Most Popular YouTube Categories (by country)

- Finally, according to the times that videos went on charts, the four categories (Entertainment, Music, Auto and Gaming, see Figure 31-39) still dominate, which indicates that the views, likes, dislikes and number of comments are correlated with whether a video goes on chart.
- Besides, people and blog (Figure 40) videos gain ground in Russia.



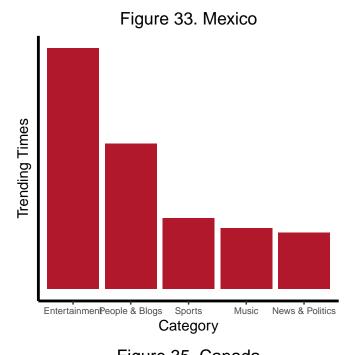
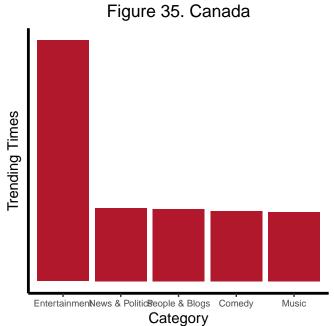
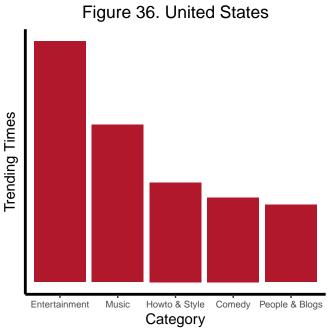


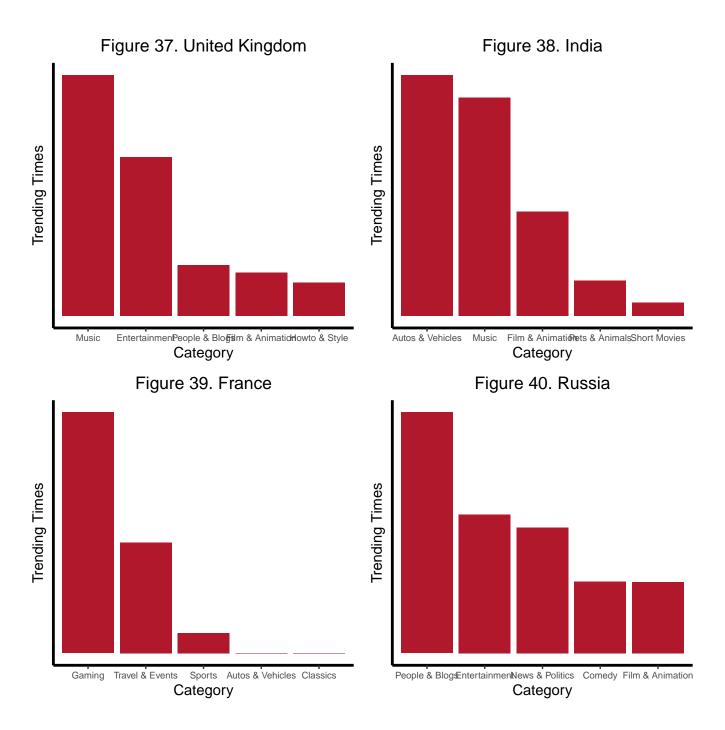
Figure 34. Japan

Semil Bilder

EntertainmenPeople & Blogs Sports Music Film & Animation Category







## 2. User participation

- User participation is broke down into two parts:
  - showing their attitude to the videos, i.e. clicking "likes and dislikes";
  - leaving comments on videos.
- The average voting rate, 3% of ten countries is 10 times of the average comment rate, 0.3% (red lines in the figures below):
  - Voting rate of a video=(likes+dislikes)/views X 100%;
  - Comment rate of a video=(# of comments)/views X 100%.
- The British show the least willingness to rate and comment on videos, while Russians are enthusiastic about doing so, which could be partly explained by culture difference.

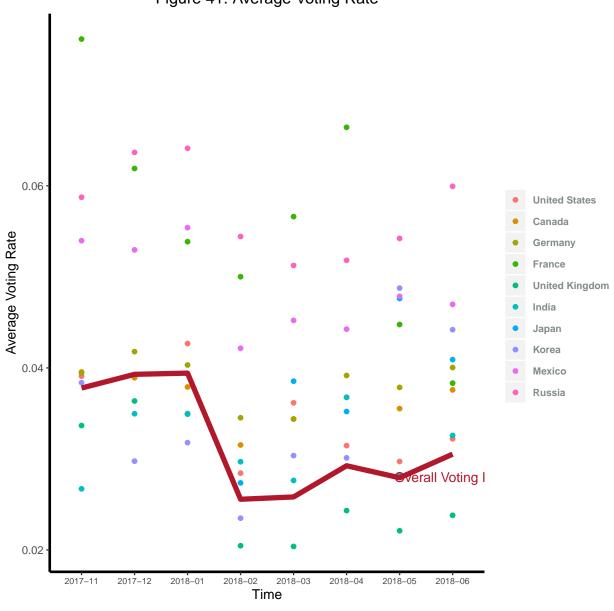


Figure 41. Average Voting Rate

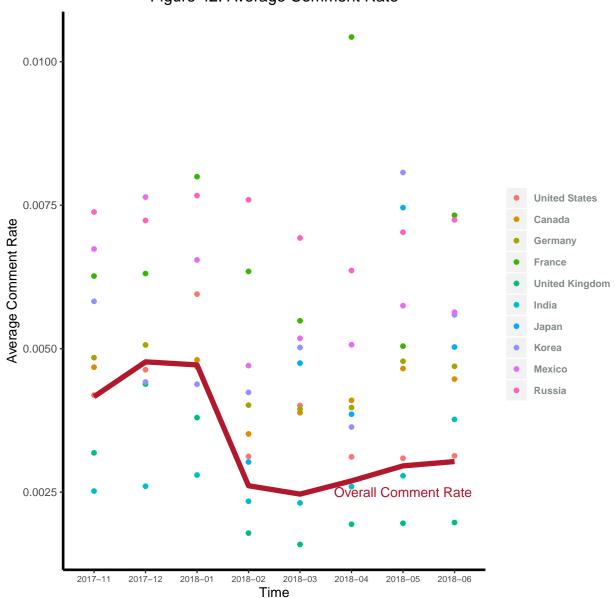


Figure 42. Average Comment Rate

# 3. Trending Lifecycle

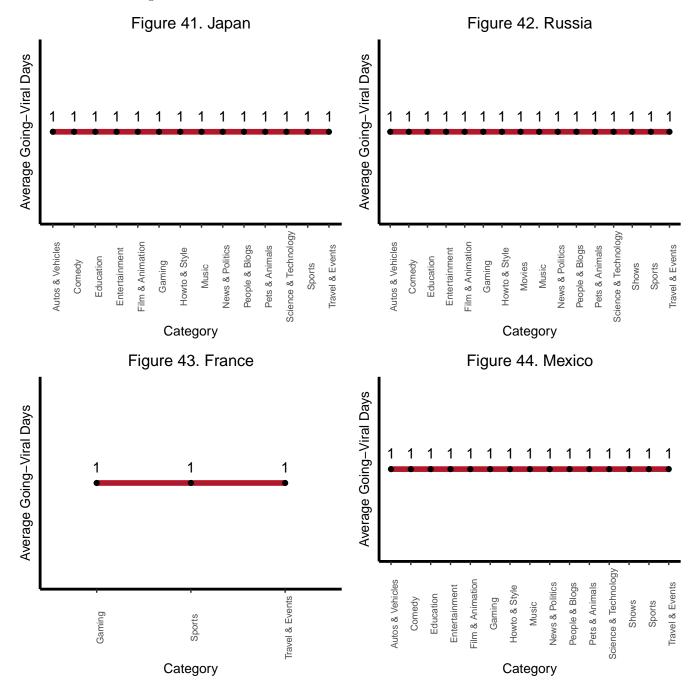
"Trending lifecycle is from the moment the video is published to the last trending date on the charts"  $\mathbf{Metrics}$  explanation

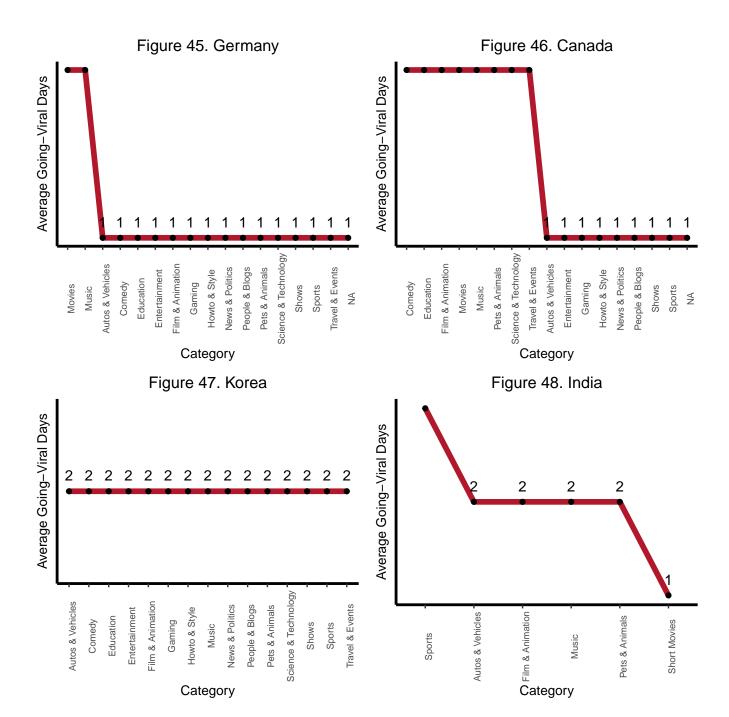
- I focus on: Average going-viral time=Initial trending date-publish date
  - Average trending days=Final trending date-Initial trending date
- The average going-viral time for each category describes on average how fast a video can show up on the trending charts. The longer time interval is, the larger the time cost will be.

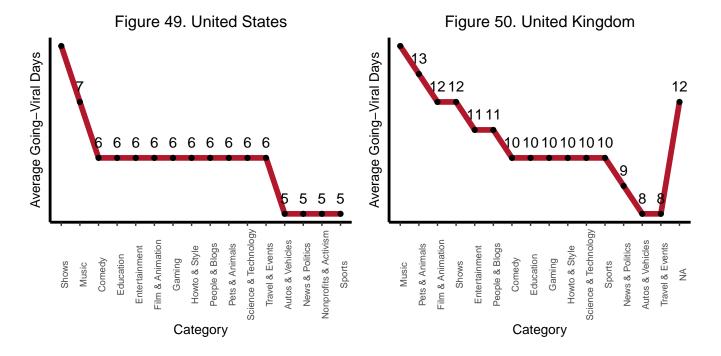
#### Insights from visuals

- By country
  - Average going-viral time: In most countries, it took **1-3 days** for a video to go viral (Figure 41-48). However, in U.S and UK, it took **1-2 weeks** (Figure 49-50).

- By category
  - Average going viral time: Music videos take the longest time to go viral on YouTube. This may explained by the fact that:
    - \* Music videos normally lack breath-taking storylines, so they take time to attract audience;
    - \* There exist other more focused music video platforms, like Vimeo and TikTok, making audience switching to them.







# 4. Category Selection

According to previous analyses, different Top 5 categories are generated under different criteria (we can see this more clearly in the **shiny app**, where I put four criteria of a country in one screen), therefore, a comprehensive evalution is needed.

#### Method

- In the evaluation matrix, I took view pattern, user participation and trending lifecycle into account and pick the variables below.
- Used the reverse ranking of each attribute as its score for categories, and then summed up all the scores to get a final score of each category to select most valuable category to do further analysis.

Category_name	Views	VotingRate	CommentRat	${\bf Going Viral Time}$	Total_Score
Howto & Style	14.0	13	14	7.5	48.5
Nonprofits & Activism	1.5	16	16	14.5	48.0
Comedy	13.0	15	10	7.5	45.5
People & Blogs	12.0	12	13	7.5	44.5
Entertainment	16.0	9	9	7.5	41.5
Education	7.0	14	12	7.5	40.5
News & Politics	11.0	3	11	14.5	39.5
Gaming	5.0	11	15	7.5	38.5
Music	15.0	10	6	2.0	33.0
Science & Technology	10.0	7	7	7.5	31.5
Sports	8.0	5	4	14.5	31.5
Pets & Animals	6.0	8	8	7.5	29.5
Film & Animation	9.0	6	3	7.5	25.5
Autos & Vehicles	3.0	1	1	14.5	19.5
Travel & Events	4.0	2	5	7.5	18.5
Shows	1.5	4	2	1.0	8.5



Figure 1: Wordcloud

#### **Findings**

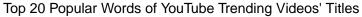
- In the U.S., **How to & Style, Gaming and Comedy** are among Top 3 popular categories based on evaluation matrix, which partly different from the previous EDA, i.e. music, entertainment and gaming videos'influence continues.
- How to & Style and Comedy become new hitmakers and thus may be the next potential categories for advertisers.

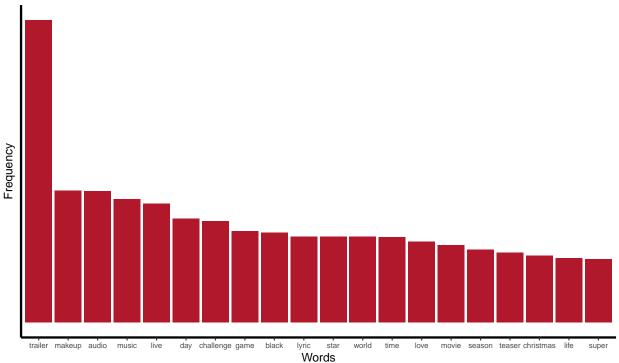
# Text Analysis for trending video title in U.S.

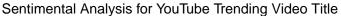
- "Official", "trailer", "makeup" are Top 3 popular words used in YouTube Trending Videos' titles.
- Negative sentiment is slightly more than the positive one.

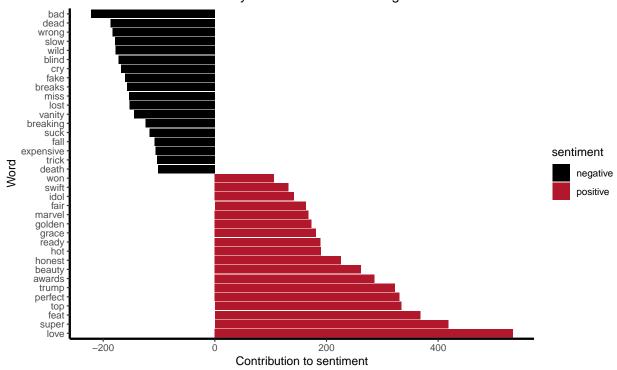
(If the wordcloud fails to be loaded, try uploading from the local derectly. And the code for making wordcloud is in the next chunk.)

## PhantomJS not found. You can install it with webshot::install\_phantomjs(). If it is installed, pleas
## NULL



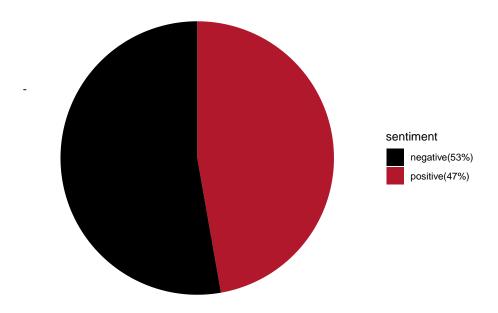






## Scale for 'fill' is already present. Adding another scale for 'fill',
## which will replace the existing scale.

# Sentimental Analysis for YouTube Trending Video Title (%)



# Conclusion

- View Pattern: Entertainment, music, gaming and auto gain most popularity in 10 countries.
- User Participation: The average voting rate, 3% of ten countries is 10 times of the average comment rate, 0.3%.
- $\bullet$  Trending Lifecycle: The time interval of both going-viral and keeping trending ranges from 1 day to 2 weeks.
- Category Selection: Entertainment, music, film and animation have the most business potential based on overall performance.
- Text Analysis of YouTube Trending Videos' Titles
  - Top 3 popular words: "official", "trailer", "makeup";
  - Negative sentiment > Positive sentiment.