

ANIME CHATBOT

Knowledge management system applied
to anime



Program

01

Anime as a system

02

Main problem

03

Proposed solution

04

Technical demo



Anime as a system

Consumers

Financially support the products, and create communities that create trends

Products

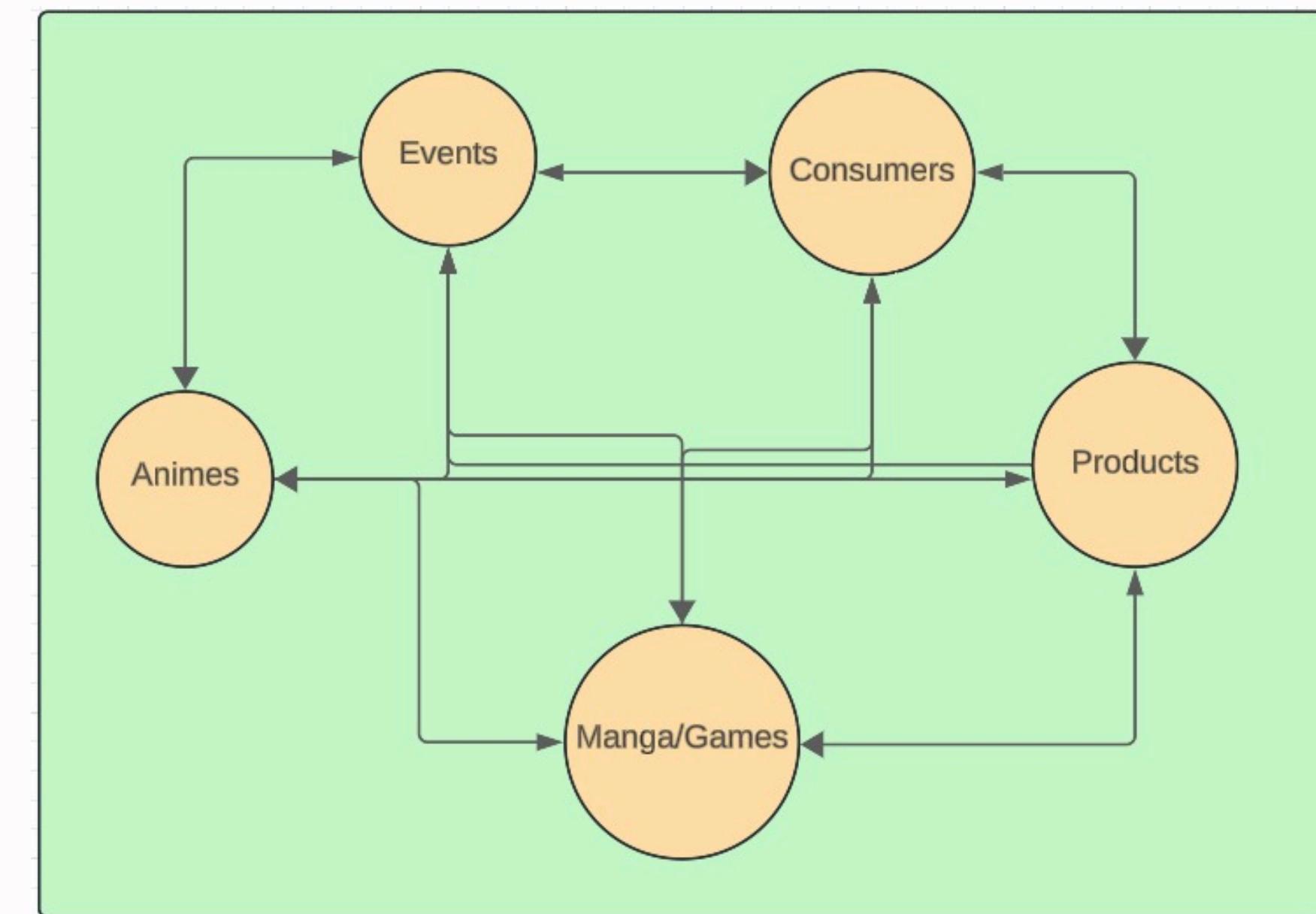
Merchandising derived from animes, the more popular a series is, the more merchandising there will be.

Source material

Most animes are adaptations from other forms of media, if the anime is popular, the source material will also be popular

Events

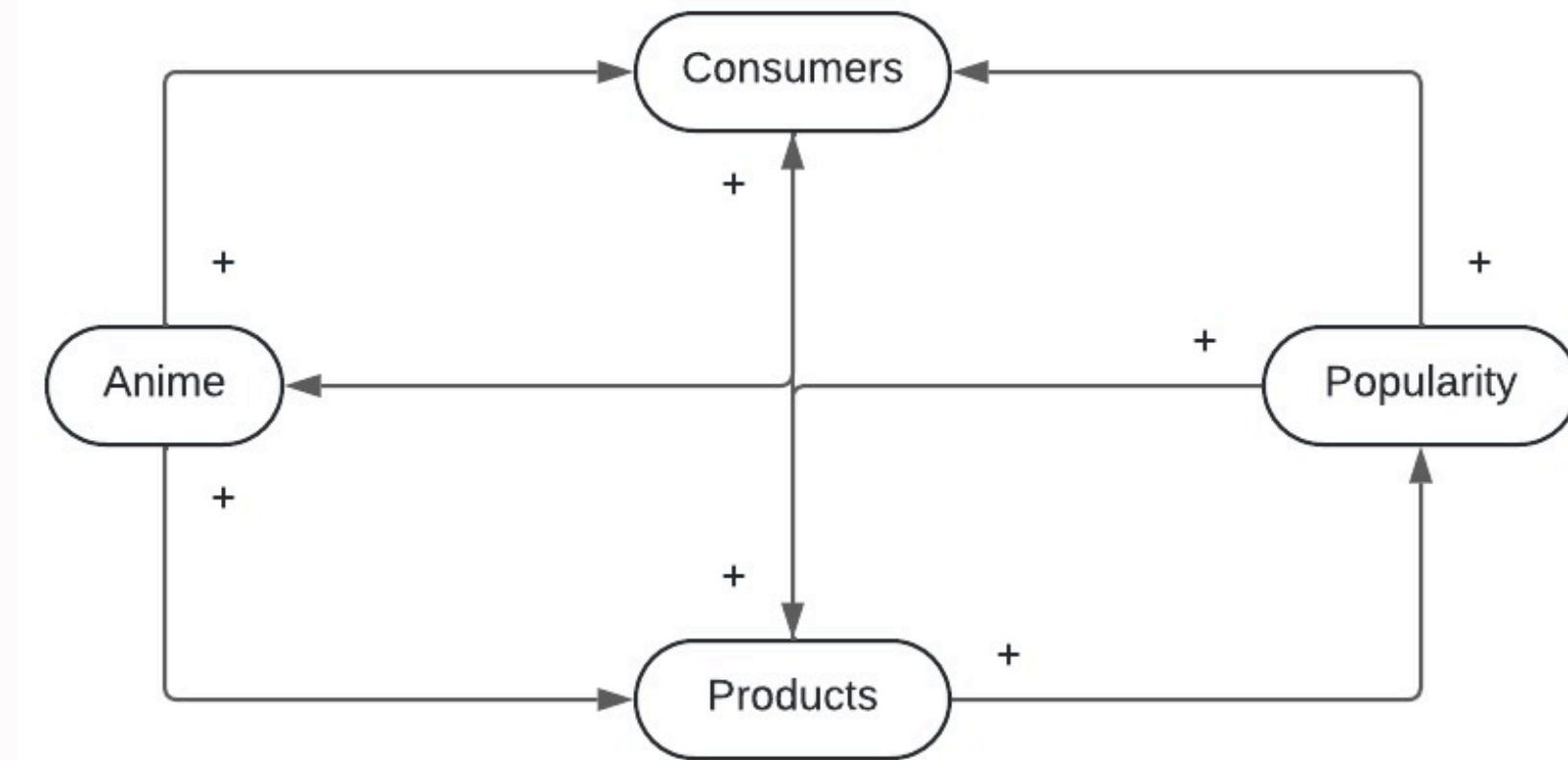
Spaces to sell products and promote series



Anime as a system

Consumers-popularity

The more consumers there is, the more popularity there is



Anime-products

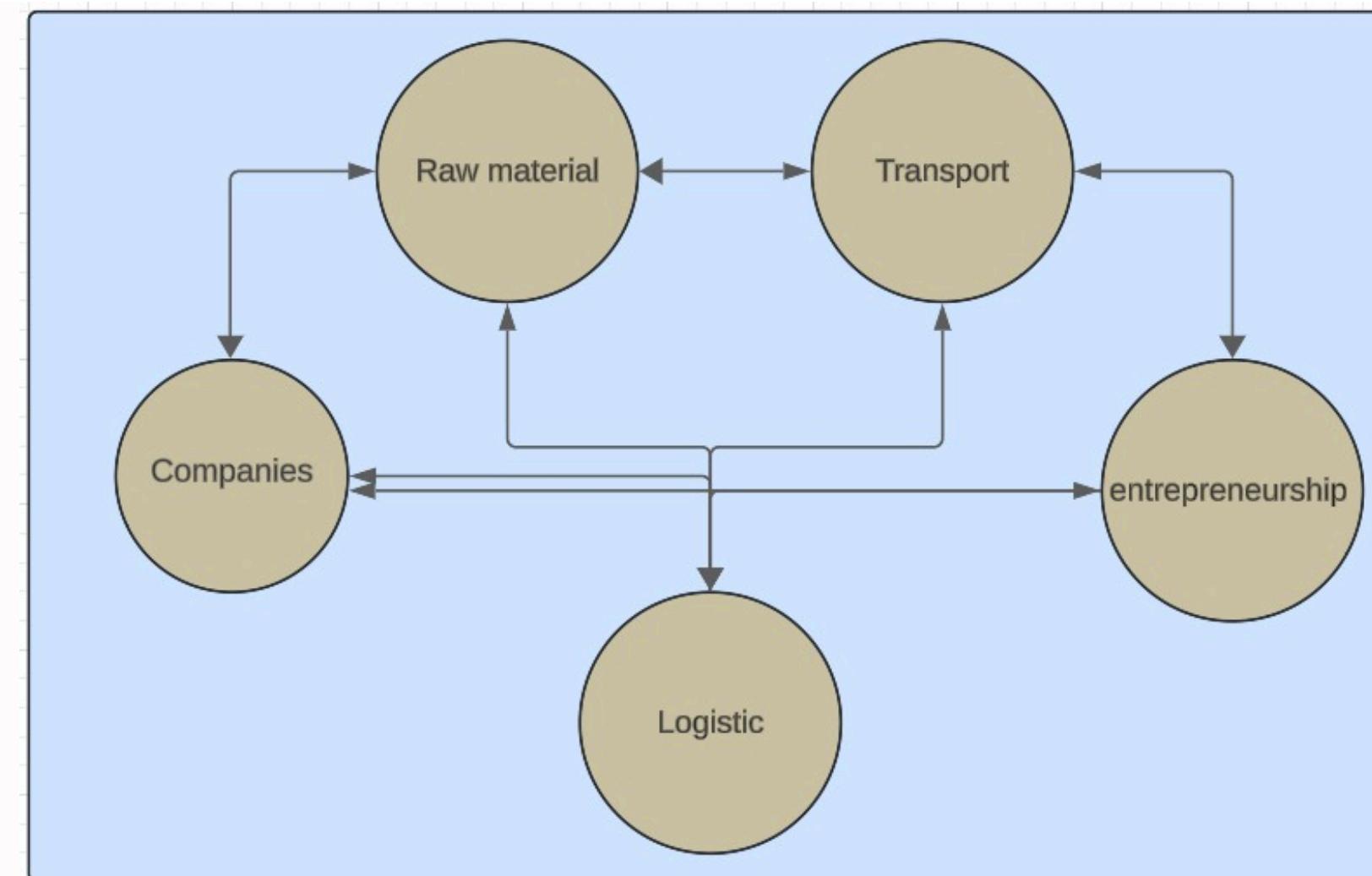
The more popular a series is, the more products will be

Popularity-anime

The more popular a particular style is, more similar series will appear

Consumers-products

The more consumers there are, the more products there will be





PROBLEM

For business

The industry continually grows and changes, to take advantage they should know what are the most popular series

For regular watchers

There are more and more series every day, and it is hard to pick something without previous reference

PROPOSED SOLUTION



Chatbot trained with general information about various anime



Contains plots, users rates, clasifications by genre, producers, release dates, and number of chapters,



Information obtained from a public database and organized in +200 pdf files using python code

DEMONSTRATION

