# Introduction

The chosen topic for the coursework is an anime recommendation system. Anime is hand-drawn or computer animation originating from Japan. Anime has been growing as a digital entertainment media not only in Japan but throughout the globe. According to a market analysis report by Grand View Research based on historical data from 2018 to 2019, the global anime market size was valued at USD 23.56 billion in 2020 and is expected to expand at a compound annual growth rate (CAGR) of 9.5% over the forecast period (2021-2028) (Grand View Research, 2021). Taking reference of the popular website named My Anime List keeping track of and rating most of the anime produced till date, there have been over 10,000 animes with multiple episodes, covering over 20 genres. Having to wait and select from such a vast collection of choices can be a daunting task for the viewer. Similarly, having a group of consumers wasting their time trying make a choice instead of consuming the services provided turns out to be costly for the service provider as well. The problem would be resolved if there was a system in place to hand out personalized recommendations to each user based on the vast amount of user data collected by the service providers. Such a system can be developed by using AI.

# Background

Recommendation system was first developed by \_\_\_\_\_\_:

Types of recommendation system:

Content

Collabirative

Algorithms:

KNN

Euclidian distance

Manhattan distance