The category wise analysis of the show with apt and different kind of visualisations provided lot of insights about the show. This project purpose isn’t oriented towards finding reason or cause for a particular observation rather it aims to get a general overview to understand the show better.

On analysing the show as a whole we can find observation of many parameters like viewership, rating, etc. It is found that over the years the rating and viewership of the show gradually declined. The highest rating or viewership were for the initial episodes of the show while the recent episodes grabbed less viewership and rating. The highest US Views recorded is 0.16M in 1991 and that of global views is 0.42B in 1995 and the year 2015 recorded the lowest US views 0.01M and 0.06B global views. And the highest rating is 8.434 in 1995 and the lowest rating is 6.623 in 2015. This trend of decline in viewership is observed both on the country ( United States ) and on global level. This is a matter of concern because though after 20th century there has been huge development in the multi-media domain the show struggled to attract audience. With the increases in population with digital device which will allow to view the show with ease, the viewership went on declining scale after 1995. A similar trend in rating reveals the disappointment of the active audience and critics. The next parameter of observation of word count and character count over the years. It was observed that both these parameters shared a strong relationship between them. Throughout the show as the word count increases the characters appeared in the year also increases and vice versa. This suggest that in each episode the count of script lines might have been fairly divided among characters. The horizontal bar chart of Top 10 Talkative characters shows that there is no huge difference in number of words spoken between episodes. And while converting this into a line chart covering all episodes it was found that for most of the episodes the word count was more than 2000.

The Speaking Line attribute of the Script Line Dataset allowed to know whether a particular line was made of verbal or non – verbal means. The non – verbal lines constitute of line explaining the situation or sounds or expressions given by characters or different noises. A dedicated pie chart for this parameter reveals that the show has 93.87% as verbal lines while the remaining as non – verbal. Even though this parameter is not so significant like other parameters this tells an important and obvious of the show, which is the show is more talkative. Generally, cartoon shows might have a lot of different sounds and funny noise, but this show is quite opposite, and this is because this show targets adult audience. The adult audience prefer content over different voices.

The individual analysis of each location in the show reveals insights like, how many verbal or non – verbal lines was spoken there, who are the top 10 people who spoke the greatest number of lines there and the trend of character visit to that location over the years. These insights seem to vary with each location and it’s hard to get a general conclusion because of the huge set of locations available and high degree of variation between them.

In the same way the analysis of each character of the show reveals the character contribution and character nature. The analysis reveals whether the character preferred verbal or non – verbal means to communicate, the 10 most spoken locations and episodes of the character, the trend observed in his appearances over the years and the trend of his word count over the years.