

Mathematical model for the hit phenomenon as a tool to predict popularity of weekly TV drama

Akira ISHII[†] Akiko KITAO[†]
Koki Uchiyama[‡] and Tsukasa Usui[#]

[†]Department of Applied Mathematics and Physics, Tottori University,
Koyama, Tottori 680-8552, Japan

[‡]Hottolink, Kanda-nishikicho, Chiyoda-ku, Tokyo 101-0054, Japan

[#]P M Data Co.Ltd., Toranomon, Minato-ku, Tokyo 105-0001 Japan

E-mail: [†]ishii.akira.t@gmail.com

Abstract

A mathematical model for the hit phenomenon in entertainment within a society is presented as a stochastic process of interactions of human dynamics. The model uses only the time distribution of advertisement budget as an input, and word-of-mouth (WOM) represented by posts on social network systems is used as data to compare with the calculated results. The unit of time is a day. We apply the model to the predict of popularity of TV drama using the social network log in blogs. We found that the indirect communication coefficient P agrees well with the measured TV ratings point using blog.

Keyword: mathematical model for hit phenomena; blog; WOM(word-of-mouth)

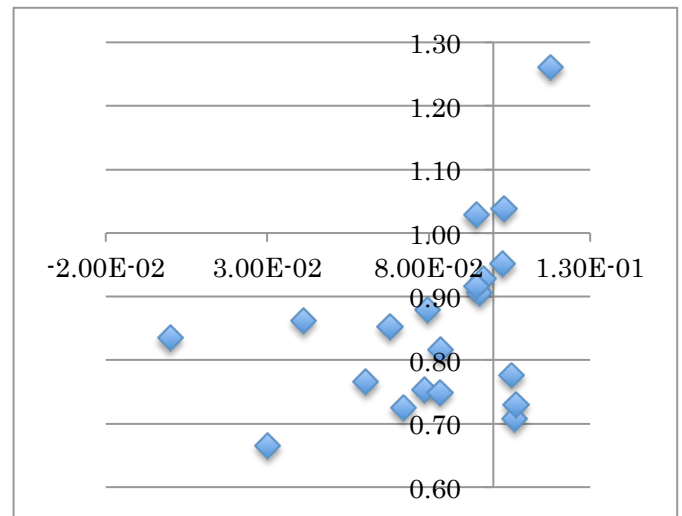
A mathematical model for the hit phenomenon in entertainment within a society is presented as a stochastic process of interactions of human dynamics in the sense of many-body theory in physics. In the model we use only the time distribution of advertisement budget as an input, and word-of-mouth (WOM) represented by posts on social network systems is used as observed data to compare with the calculated results. The unit of time is a day. We write down the equation of purchase intention at the individual level as

$$\frac{dI_i(t)}{dt} = -aI_i(t) + \sum_j d_{ij}I_j(t) + \sum_j \sum_k h_{ijk}d_{jk}I_j(t)I_k(t) + f_i(t)$$

where d_{ij} , h_{ijk} , and $f_i(t)$ are the coefficient of the direct communication, the coefficient of the indirect communication, and the random effect for person i , respectively. We consider the above equation for every consumer. The advertisement and publicity effect are include in $A(t)$. Using this equation, our calculations for the Japanese motion picture market have agreed very well with the actual residue distribution in time[1].

Using this equation, We applied to some other social phenomena[2-5].

In this study we apply our mathematical model for hit phenomena for weekly TV drama. In fig.1, we show the correlation of Viewing rate of drama vs indirect communication. The calculation shows us that the viewing rate can be predict using the mathematical model. The calculation agrees also very well with the counts of the observed blog posting. Therefore, the mathematical model of hit phenomena we presented will be applicable to many marketing problem where the time-dependence of the popularity is significant.



References

- [1] A.Ishii, N.Arakaki, N.Matsuda, S.Umemura, T.Urushidani, N.Yamagata and N.Yoshida, *New J. Phys.* 14 (2012) 063018
- [2] A.Ishii, T.Matsumoto and S.Miki, *Progress of Theoretical Physics Supplement No.194* (2012) 64-72
- [3] A.Ishii, K.Furuta, T.Oka, H.Koguchi and K.Uchiyama, *Frontiers in Artificial Intelligence and Applications* 255 (2013) 267 - 276
- [4] A Ishii, H Koguchi and K Uchiyama, the Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering series 0126 (2013) p.159-164 Eds. by K.Glass et al. (Springer)
- [5] Y.Kawahata, E.Genda and A.Ishii, *Springer LNCS series, Lecture Note in Computer Science* 8253 (2013) pp 656-659