

AI Reputation Analysis and Signal Evaluation - SOS Dan

BRAND AI REPUTATION

Arts, Culture & Entertainment Reputation: SOS Dan (haruhi.tv)

https://haruhi.tv

Industry: Arts, Culture & Entertainment



REPUTATION LEVEL

ARTS, CULTURE & ENTERTAINMENT

67.5 Avg Reputation

Based on 1884 businesses audited.

HIGHER REPUTATION THAN AVERAGE

SOS Dan has 3.5 points more reputation than the average for Arts, Culture & Entertainment.

EXPERT VERDICT

This is a technical fossil that is paradoxically immune to bullshit. By ignoring every modern marketing convention and 'trust theatre' tactic, it provides a high-substance, jargon-free environment that serves only its primary purpose: information for the SOS Dan. Its only 'BS' is technical?a complete failure of modern web standards and structural metadata.

[See how to improve >](#)

INFO DENSITY

Power-words vs. Substance ratio.

27

90% Reputation

The site exhibits high specificity despite its low character count, naming distinct entities like 'Nagaru Tanigawa,' 'Noizi Ito,' and 'Kadokawa.' It contains zero industry power words like 'immersive' or 'disruptive,' opting instead for technical and project-specific data such as '1024x768 pixels' and '20th Anniversary Project.' The body substance ratio is high because nearly every line of text refers to a specific person, date, or event rather than generic marketing filler.

SEMANTIC COHERENCE

Homepage promise vs. Sub-page reality.

12

60% Reputation

There is a significant structural disconnect as the site lacks any H1 or standard heading hierarchy, leaving the 'SOS Dan web site' signal unsupported by semantic metadata. While the homepage content is aligned with the 'SOS Dan' brand, the lack of sub-page data prevents a measure of cross-page drift, though the single-page 'entrance' (???) model is consistent with the brand's fictional narrative. The technical advice for 'small' font sizes and specific resolutions suggests a site frozen in time, which contradicts modern entertainment UX but maintains brand-specific substance.

TRUST & PROOF

Verifiable evidence vs. Trust Theatre.

15

75% Reputation

DIAGNOSIS: TRUST THEATRE

The review_count is 0 and proof_links_count is 0, which would normally trigger BS flags, but the site makes no unsubstantiated performance claims to require them. It relies on internal authority and copyright strings (2006-2015) rather than external 'trust theatre' elements like award badges or five-star reviews. The only evidence of third-party activity is the hit counter, a legacy trust signal that is verifiable in its own context but lacks modern forensic proof paths.

EVIDENCE: PROOF DENSITY

Proof density is high regarding the existence of the IP and its stakeholders (listing specific copyright holders for 2006, 2007, 2008, 2009, and 2015). It provides specific dates for project starts and film screenings, though it lacks external links to ticketing or press coverage within the provided data. The ratio of verifiable entities (Kadokawa, North High) to vague assertions is nearly 1:1, as there are almost no vague assertions present.

COMMODITY FINGERPRINT

Detection of industry clichés/templates.

15

100% Reputation

The site has a 0% match with the industry_jargon and generic_claims arrays; it avoids 'world-class entertainment' and 'unforgettable experiences' entirely. The value proposition is impossible to copy-paste onto a competitor because it is inextricably linked to the 'Suzumiya Haruhi' IP. There are no boilerplate 'About Us' or 'Our Mission' sections that use industry clichés, making the fingerprint entirely unique and non-commoditized.

IDENTITY & AUTHORITY

Expert verifiability & Schema depth.

2

13% Reputation

DIAGNOSIS: AUTHORITY GAPS

A severe technical credibility gap exists due to a leaked PHP header in the clean text and a total lack of JSON-LD schema to identify the organization or its founders. While it names high-authority figures like Nagaru Tanigawa, it provides no digital footprint or Person schema to verify these links in a structured way. The site functions more as a digital artifact than a modern professional authority, evidenced by the 2015 update dates in a 2026 temporal context.

EVIDENCE: PERFORMANCE VS. CLAIMS

The site makes no bold marketing performance claims, such as 'leading anime franchise' or 'record-breaking attendance.' Instead, it lists upcoming activity (????) and revival screenings without hyperbole. This lack of marketing tone results in a low disconnect score; the site demonstrates exactly what it is—a bulletin board for a specific creative group.

[See how to improve >](#)

INDUSTRY MATCH & SCORE SUMMARY

Arts, Culture & Entertainment Reputation: SOS Dan (haruhi.tv)

Reputation: 71 / 100

INDUSTRY CLASSIFICATION

The site is an exact match for the Arts, Culture & Entertainment category, specifically serving as the official digital hub for the 'Suzumiya Haruhi' franchise. The content focuses exclusively on project announcements, theatrical revival screenings, and copyright management for creative intellectual property.

"The score of 71 is driven by technical and structural deficiencies (Identity & Authority) rather than content-based BS. The site's Information Density and Commodity Fingerprint scores are exceptionally low because it provides raw, specific data without any industry-standard fluff."

ANALYSIS DISCLOSURE & SOURCE ATTRIBUTION

This analysis is part of a non-adversarial audit conducted by 1 Euro SEO. The results are intended as professional feedback to help improve any website's machine-readability and authority signals. The evaluation is free, and any company can request a fresh audit at any time.

Any company can use the insights for free and improve its voice. When a company has updated its content, it can always submit a new audit request, which will be reflected in a new current score.

You are encouraged to visit the live site at <https://haruhi.tv> to view the most current version of its content and see directly what this company is about and what it offers.

Verified Analysis Date: May 30, 2026

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