So You Wanna Make Movies?

Insights for Microsoft

The Data

Resources:

- IMDB
- The Movie DB
- The Numbers

Key Analyzation Factors:

- Top Movie Studios
- Most Successful Movies

1001

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- ROI
- Most Effective Run Times

95.45

2022 Market Value in Billions (USD) for Movies Worldwide

169.68

Forecasted 2030 Market Value in Billions (USD)

Should you invest in the movie business?

- The industry is growing!

Even after the pandemic, the industry is bouncing back stronger than ever thanks to streaming services.

- Grew 13.5% from \$27.29 B in 2022 to \$30.99 B in 2023

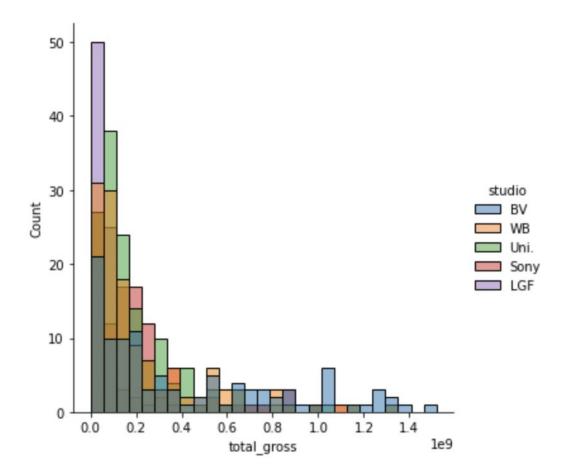
Looking at the past ten years of movie data:

- 258 studios worldwide that were in the game
- Only about 17% of them made 20/more movies during that time

There is opportunity for another power player!

Top Performing Studios

	Studio	Movie_Total	percent
0	Uni.	147	24.257426
1	WB	140	23.102310
2	Sony	110	18.151815
3	BV	106	17.491749
4	LGF	103	16.996700



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BV	Marvel's The Avengers	
BV	Avengers: Age of Ultron	
ВV	Black Panther	
WB	Harry Potter and the Deathly Hallows Part 2	
BV	Star Wars: The Last Jedi	
Uni.	Jurassic World: Fallen Kingdom	
BV	Frozen	
BV	Beauty and the Beast (2017)	
BV	Incredibles 2	
в۷	Iron Man 3	
Uni.	Minions	
в۷	Captain America: Civil War	
WE	Aquaman	
P/DW	Transformers: Dark of the Moon	
Sony	Skyfall	
Par	Transformers: Age of Extinction	
WE	The Dark Knight Rises	
BV	Toy Story 3	
В٧	Rogue One: A Star Wars Story	
BV	Pirates of the Caribbean: On Stranger Tides	330

title studio

Buena Vista takes up 60% of this graph

Most compromises of big blockbusters.

We can break this down further into sequels and franchises.

- Most films fall under a combination of:
 - Adventure

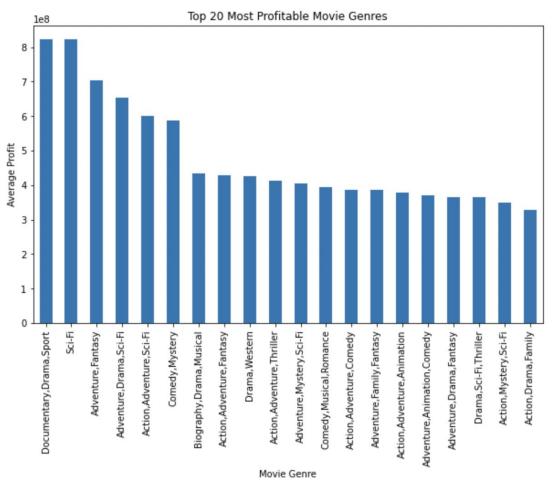
 - Action
 - Drama

 - Sci-Fi
 - **Fantasy**
 - Comedy

Most Profitable Movie Genres

- Adventure comprises 55% of the top 20

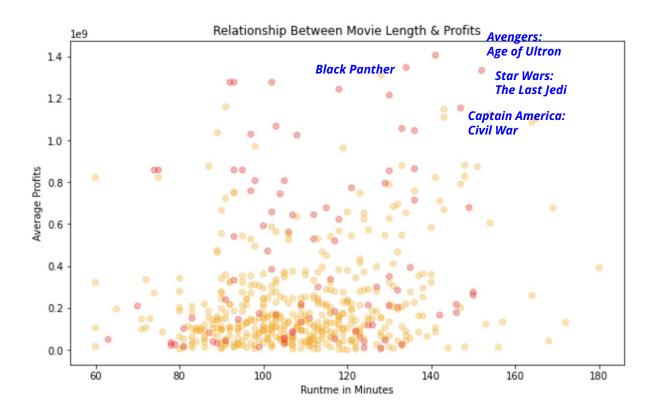
- Action (35%)
- Drama (35%)
- Sci-Fi (30%)



Successful Movie Length

Interquartile Range:92 - 118 min

- Median Run Time: 103 min





Three Main Recommendations

- 1. Focus on big blockbusters, sequels, and franchises
- 2. Spend money to make money
 - Focus on the quality of content rather than quantity
 - BV Median = \$131,261,111.11
- 3. Keep run time's in 92-118 min range
 - Bigger movies can get away with 130+
 - Limit to titles you feel will be most successful

Next Steps...

- Look at data after 2020
 - Same genres still successful?
 - Anything else we should dig into
- Dig into successful content you already own that could easily be turned into a movie franchise
 - Games that potential has yet to be tapped?
- Analyze deeper into best directors
- Should you consider streaming??

Thank You!

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Any Questions?