

# Flatiron\_Project\_Phase1\_Microsoft

## D.A. Consulting

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### Microsoft

Flatiron\_Project\_Phase1\_Microsoft

### Our project is dedidcated to guiding Microsoft in their theoretical venture into the movie industry. Our focus is

**Overview** 

success. **Business Problems** 

ensuring and maximizing profitability and highlighting the steps to be taken in order to increase the probability of

## How is profitability in the industry trending over time? Does getting into the movie industry appear to be a

promisng option? Are there varibales which correlate most with profitability?

## **Data**

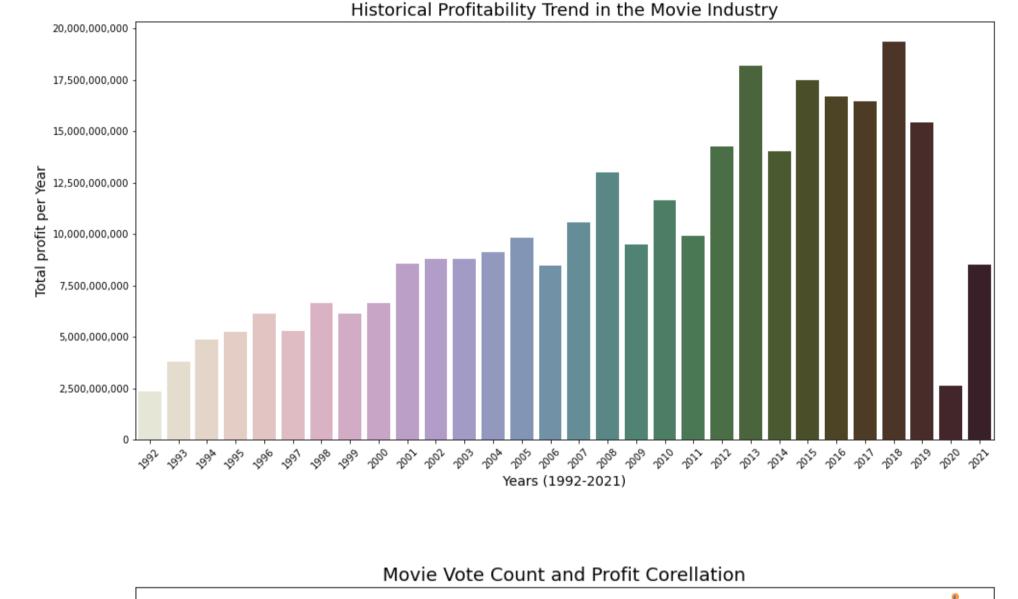
individual results. These results among many others include unique movie IDs, production costs and total sales, production crew IDs, genres and ratings.

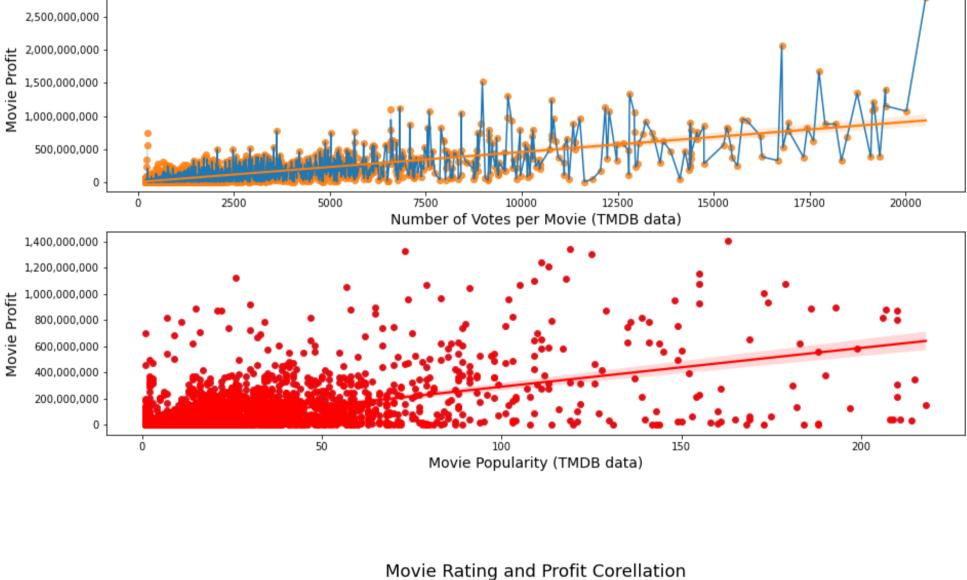
Our data was pooled from a variety of sources including but not limited to the IMDB and TNDB, using over a million

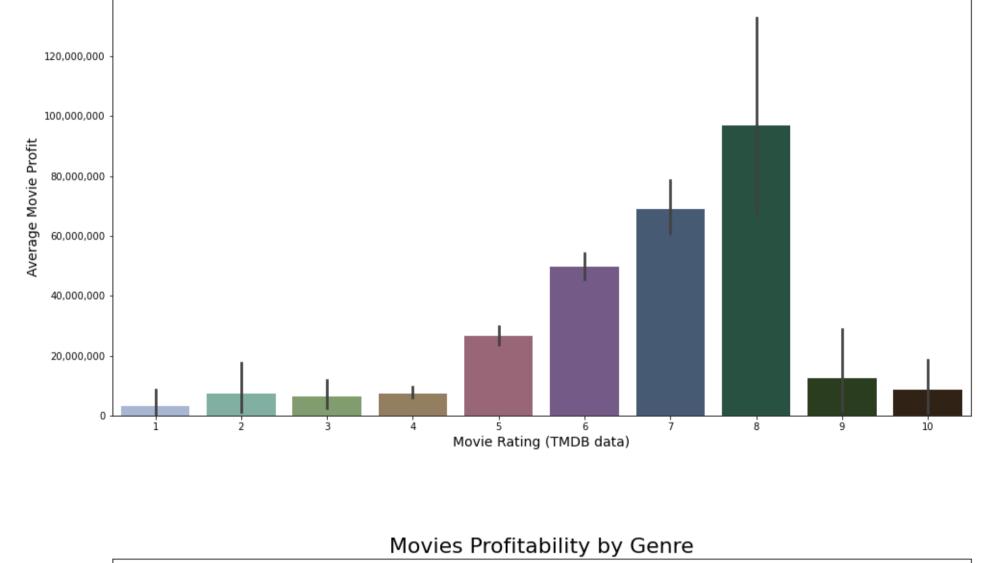
Methods

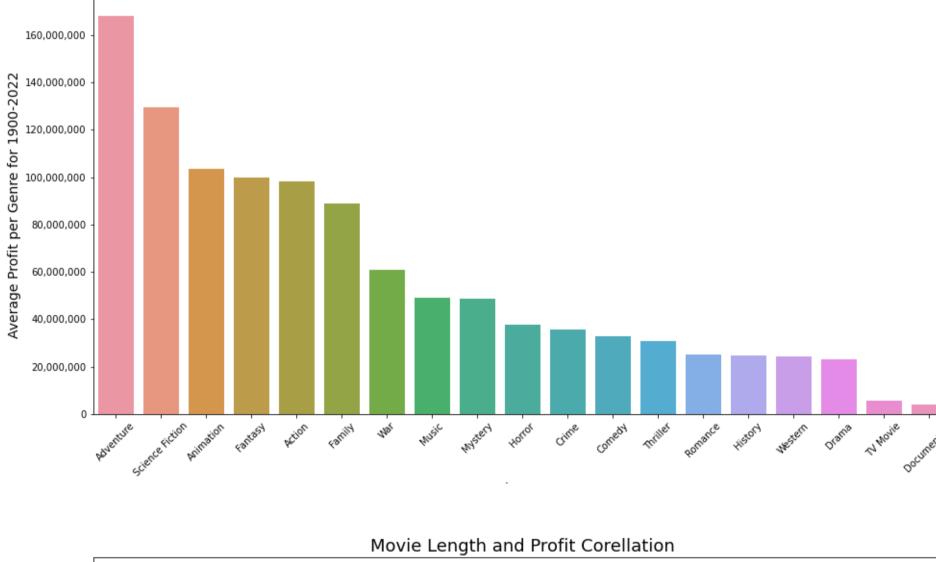
others, valuable insights were made to chart a statistically founded path towards success **Results** 

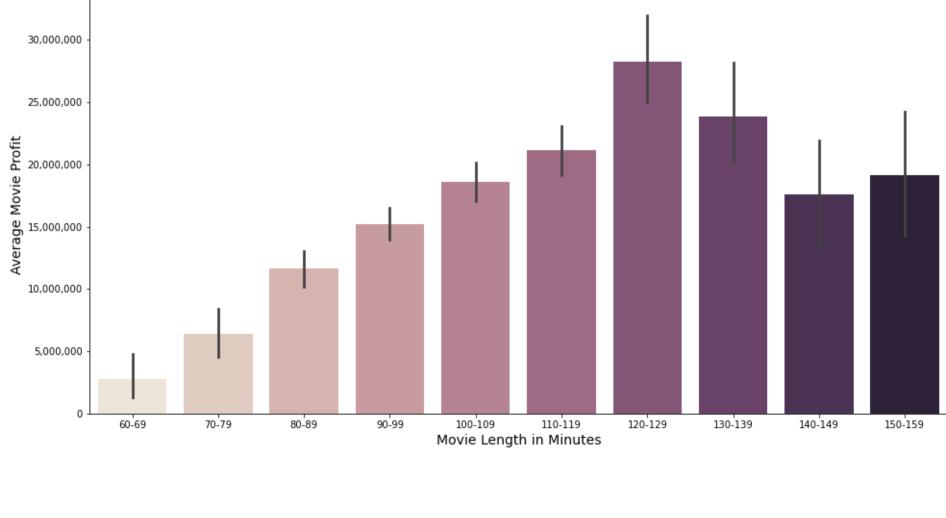
Utilizing data analysis methods including descriptive analysis, graphing trends over time and correlations among











# **Conclusions**

- The Movie industry has proven to be consistently profitable, with stable growth over the past 30 years • All publicity is good publiciity, popularity correlates strongly with profitbaility
- Promotion of any kind will contribute to success Most profitbale
- Genre: Adventure / Science Fiction
  - Rating: Perfect ratings (9-10) are too niche to be extremely profitabled
  - Length: Slightly more than 2 hours long