Too Big to Fail

Samuel Mohebban and Michael Wang

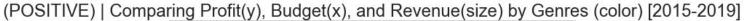
Key Questions

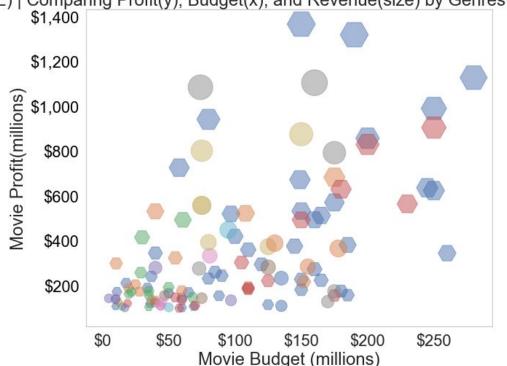
- Are we able to minimize risk to the investors while still being profit oriented?
- How does budget affect a movie's performance, and is this different across different genres?
- Do certain genres have a greater ROI than the others?
- Do certain genres have a higher risk/reward (std/mean) than the others?

Data sourcing

- o Datasets:
 - o IMDB
 - o TMDB
 - MovieLens

Profitable Movies: Budget vs. Profit (2015-2019)

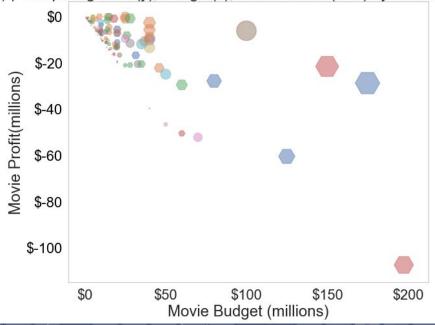




- Action (72.13%) [r = 0.525]
- Drama (23.33%) [r = 0.536]
- Comedy (37.93%) [r = 0.325]
- Adventure (75.0%) [r = 0.85]
- Horror (50.0%) [r = 0.052]
- Thriller (30.77%) [r = 0.929]
- Crime (45.45%) [r = 0.715]
- Family (100.0%) [r = -0.198]
- Animation (85.71%) [r = 0.272]
- Romance (33.33%) [r = 1.0]
- Fantasy (100.0%) [r = 0.289]
- Science Fiction (100.0%) [r = -0.238]

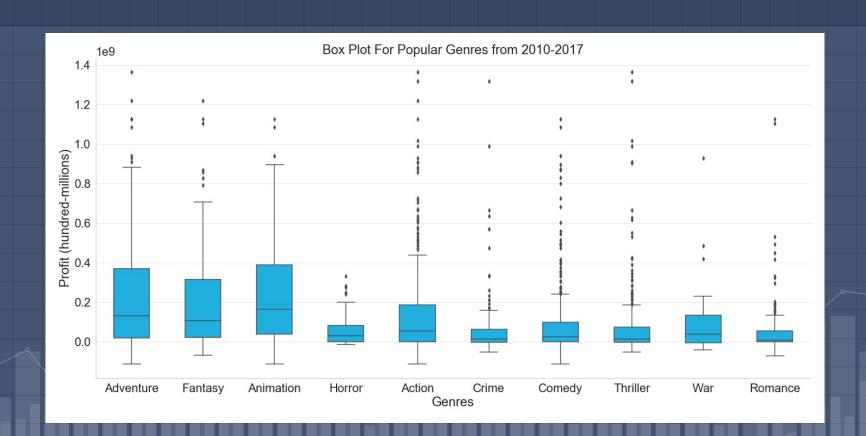
Unprofitable Movies: Budget vs. Profit (2015-2019)





- Action (27.87%) [r = -0.781]
- Drama (76.67%) [r = -0.475]
- Comedy (62.07%) [r = -0.8]
- Adventure (25.0%) [r = -0.756]
- Horror (50.0%) [r = -0.987]
- Thriller (69.23%) [r = 0.199]
- Crime (54.55%) [r = -0.966]
- Romance (66.67%) [r = -0.839]
- Mystery (66.67%) [r = -1.0]
- War (100.0%) [r = -0.759]

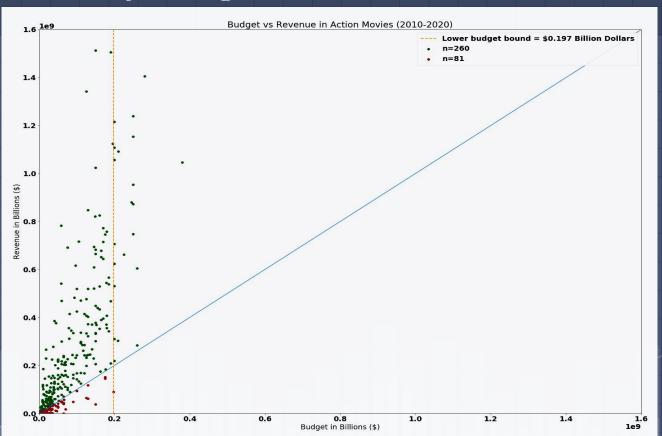
Profit Distributions Across Genres (2014–2017)



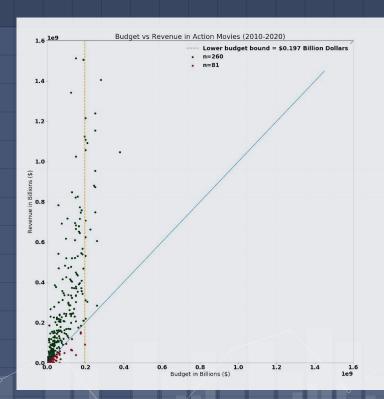
Profit, Budget, Risk by Genre (2010–2020)

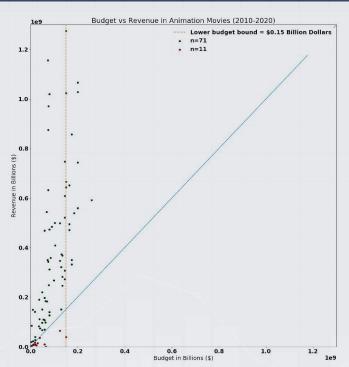
| Genre | Mean Profit | Mean Budget | Risk (Std/Mean) | Genre | Mean Profit | Mean Budget | Risk (Std/Mean) |
|-----------|----------------|----------------|--------------------|----------|----------------|----------------|--------------------|
| Adventure | \$109,017,580 | \$257,712,196 | 1.21 🗸 | Crime | \$121,025,940 | \$47,576,356 | 2.18 |
| Fantasy | \$246,687,752 | \$101,152,479 | 1.16🗸 | Comedy | \$114,352,285 | \$40,745,553 | 1.81 |
| Animation | \$282,224,034 | \$82,971,519 | 1.13🗸 | Thriller | \$95,771,908 | \$40,265,755 | 2.37 |
| Horror | \$52,911,908 | \$24,604,762 | 1.38🗸 | War | \$46,883,659 | \$30,446,961 | 2.39 |
| Action | \$178,841,337 | \$79,459,566 | 1.55🗸 | Romance | \$88,477,852 | \$27,753,606 | 2.27 |

Case Study: Budget vs Revenue of Action Movies



How about other genres?





- Trend is NOT unique
- Scalability!

Key Findings and Recommendations

Conclusion

- Budget **over** \$200 million:
 - Fantasy (~\$175 million buy-in) (86.4% success rate)
 - Adventure (~\$197 million buy-in) (82.76% success rate)
- Budget **under** \$200 million:
 - Horror (~\$40 million buy-in) (75.75% success rate)
 - Animation(~\$150 million buy-in) (86.58% success rate)
 - Comedy (~150 million buy-in) (78.28% success rate)

Limitations

- Data used contained movies from 1990-2017; more recent movies could have showed different results
- Many movies have unknown budgets, so they were ignored
- Within every popular movie genre, there are extreme outliers that may have contributed to exaggerated standard deviations.

Future Directions

- Exploring international vs. domestic revenue
 - Where else in the world would a movie be successful?
 - What genres are popular within Asia?
- Comparing profit in adult movies vs. non-adult movies
- Explore populations that frequently attend movies and determine whether there are any demographic similarities
- Investigate if the budget/risk trend is applicable to a greater subset
- Risk management analysis
 - Minimizing risk in high risk places