

A vintage-style film projector is shown from a low angle, casting a bright beam of light. The projector has two large, circular reels at the top that are glowing with a vibrant orange and yellow light, creating a sense of motion blur. The body of the projector is dark with some metallic and wooden textures. The background is a deep, dark teal.

CINEMATIC STRATEGIES FOR SUCCESS:

A DATA-DRIVEN
EXPLORATION OF
GENRE, BUDGET,
RELEASE TIMING, AND
CRITICAL ACCLAIM

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PURPOSE STATEMENT

The purpose of this analysis is to identify if factors such as genre, release date, runtime, critic ratings, and budget contribute significantly to a film's final gross revenue.

By undertaking this analysis, we aim to provide the movie industry with data-driven insights that will enable more informed decision-making in the allocation of resources during the movie production process.



THE ANALYSIS PROCESS

We pulled film industry data from Kaggle.com. After downloading the tmdb_5000_movies.CSV file, we were able to clean it up for analysis. Our main focus in cleaning was to consolidate genres and dates.

Our dataset was composed of 4803 American movies ranging from 1916 to 2017 with the combined revenue of \$395,097,847,444 billion dollars.



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WHAT THE DATA REVEALED

The data analysis revealed that various factors, including the genre, budget, and runtime, play a significant role in determining a film's ultimate gross revenue. Some findings from our data revealed that: certain genres do bring in more money, there is positive correlation is evident between a movie's budget and its revenue, release months matter, runtime lengths of 1.5-2 hours bring in the most revenue, and that bigger budgets don't guarantee perfect ratings from critics.

Investing in a movie involves a critical financial aspect, wherein the amount allocated significantly influences expectations of a commensurate return on investment. However, as we have just observed, an unequivocal relationship between substantial budgets and favorable reception is not always evident. In this presentation, we will delve into the reception and financial performance of movies to gain a deeper understanding of their relationships.

It is imperative to note that correlation does not establish causation. Our analysis solely seeks to measure the interplay between these variables, without implying a causal connection. It is essential to acknowledge the presence of other variables, often referred to as third-factor or confounding variables, which could potentially underlie the observed correlations.

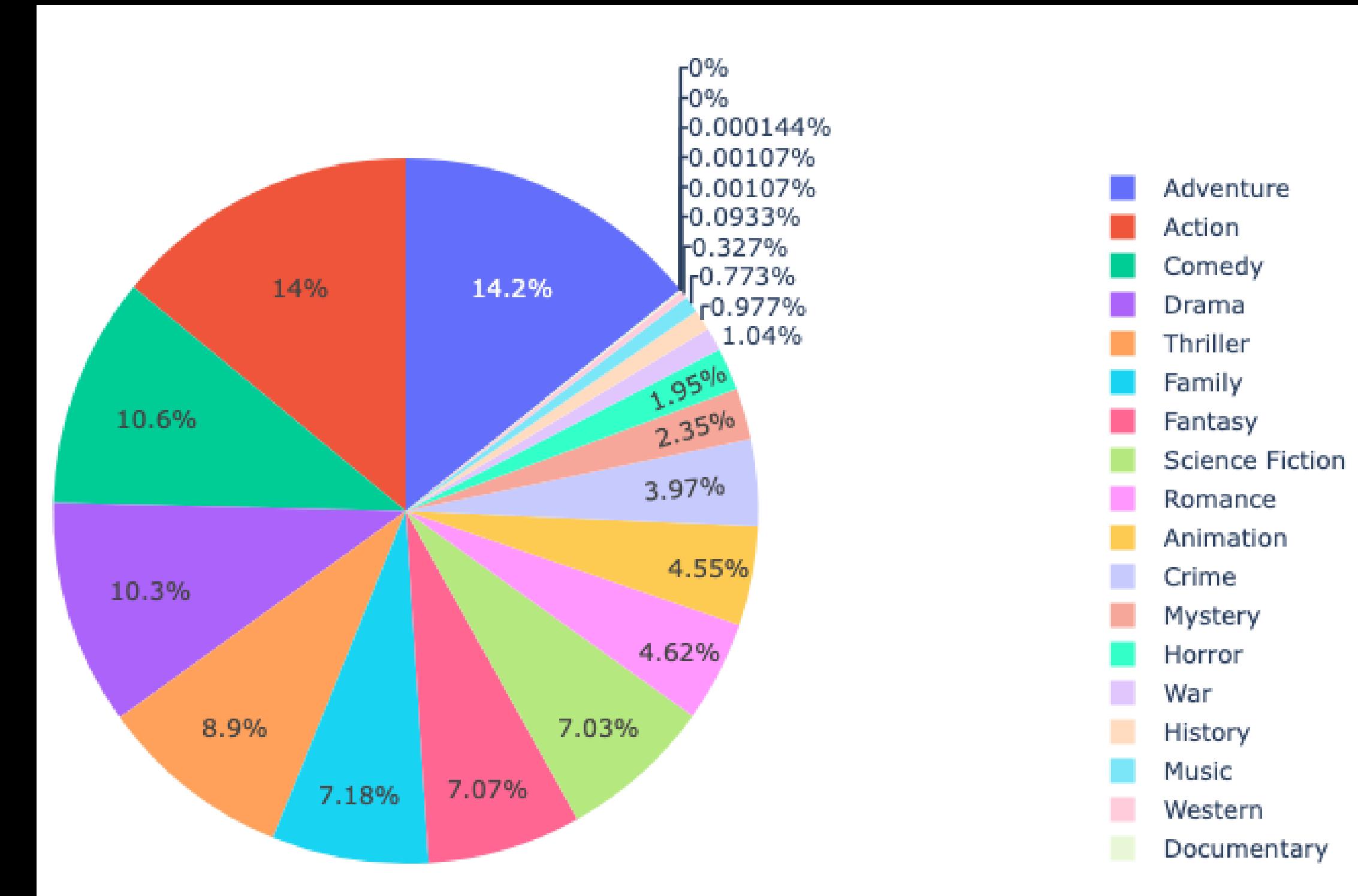


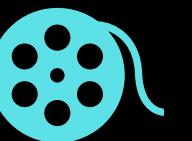
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GENRE REVENUE DISTRIBUTION



Adventure films emerged as the highest revenue-generating genre, contributing 14.2% to the overall revenue, closely trailed by Action movies at 14%. Comedy and Drama genres followed with 10.6% and 10.3% of the total revenue, respectively. The remaining genre categories fell within the range of 8.9% to 9.3% of the total revenue. Notably, Documentaries represented the smallest share, contributing a mere 0.093% of the total revenue.





GENRE COUNTS

While genres such as adventure, action, comedy, and drama collectively contribute to approximately half of the total revenue in the movie industry, it's intriguing to note that the most frequently produced genre is "drama," with a substantial count of 2297 films. "Comedy" follows closely behind with 1722 films, and "thrillers" rank third with 1274 productions.

In contrast, "westerns" represent the genre with the least film production, comprising a mere 82 counts. This data highlights a fascinating disparity between the most frequently created films and those that are the most financially lucrative. Notably, while "action" and "adventure" genres are responsible for generating the highest revenue, they are not the most commonly made films. This contrast underscores the dynamic nature of the film industry, where a balance between audience preference, creativity, and economic success plays a crucial role in shaping the cinematic landscape.

Genre	Count
Drama	2297
Comedy	1722
Thriller	1274
Action	1154
Romance	894
Adventure	790
Crime	696
Science Fiction	535
Horror	519
Family	513

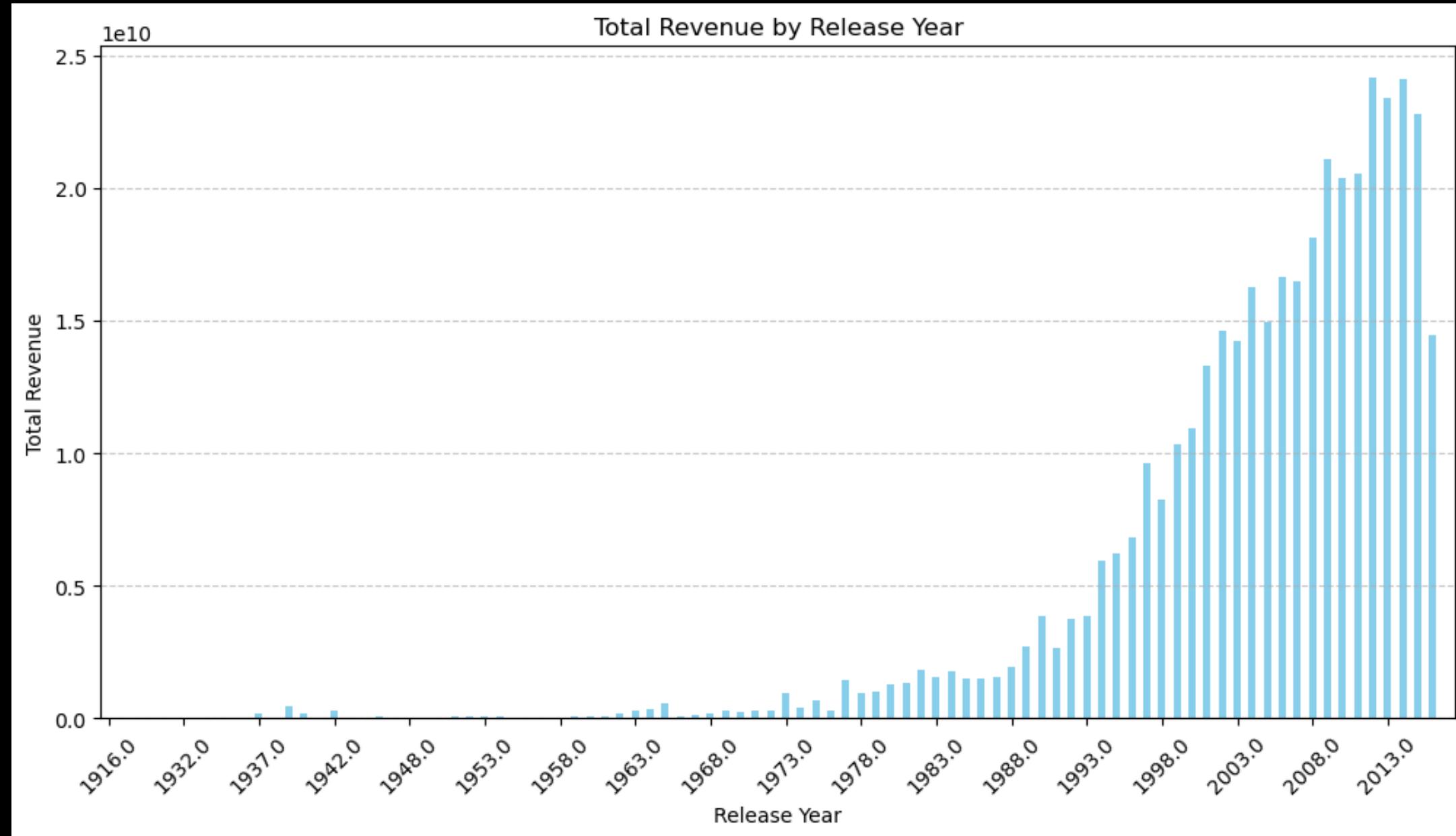
Genre	Count
Fantasy	424
Mystery	348
Animation	234
History	197
Music	185
War	144
Documentary	110
Western	82



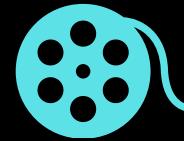
YEARLY RELEASE VS. REVENUE

Over the span from the 1990s to 2013, there was a steady upward trajectory in movie revenue, indicating a consistent and promising growth pattern. However, the abrupt drop in revenue from 2015 to 2016 presents an intriguing turning point. Notably, the peak years for movie revenue fell between 2008 and 2013, showcasing a consistent range of \$2-2.5 billion in total revenue during these years.

This data suggests revenue patterns are influenced by various external factors such as economic conditions, competition, and evolving audience preferences. In light of these trajectories, one could cautiously anticipate that the future of the film industry will continue to be shaped by an ever-changing set of dynamics, making adaptability and strategic planning essential for sustained success.



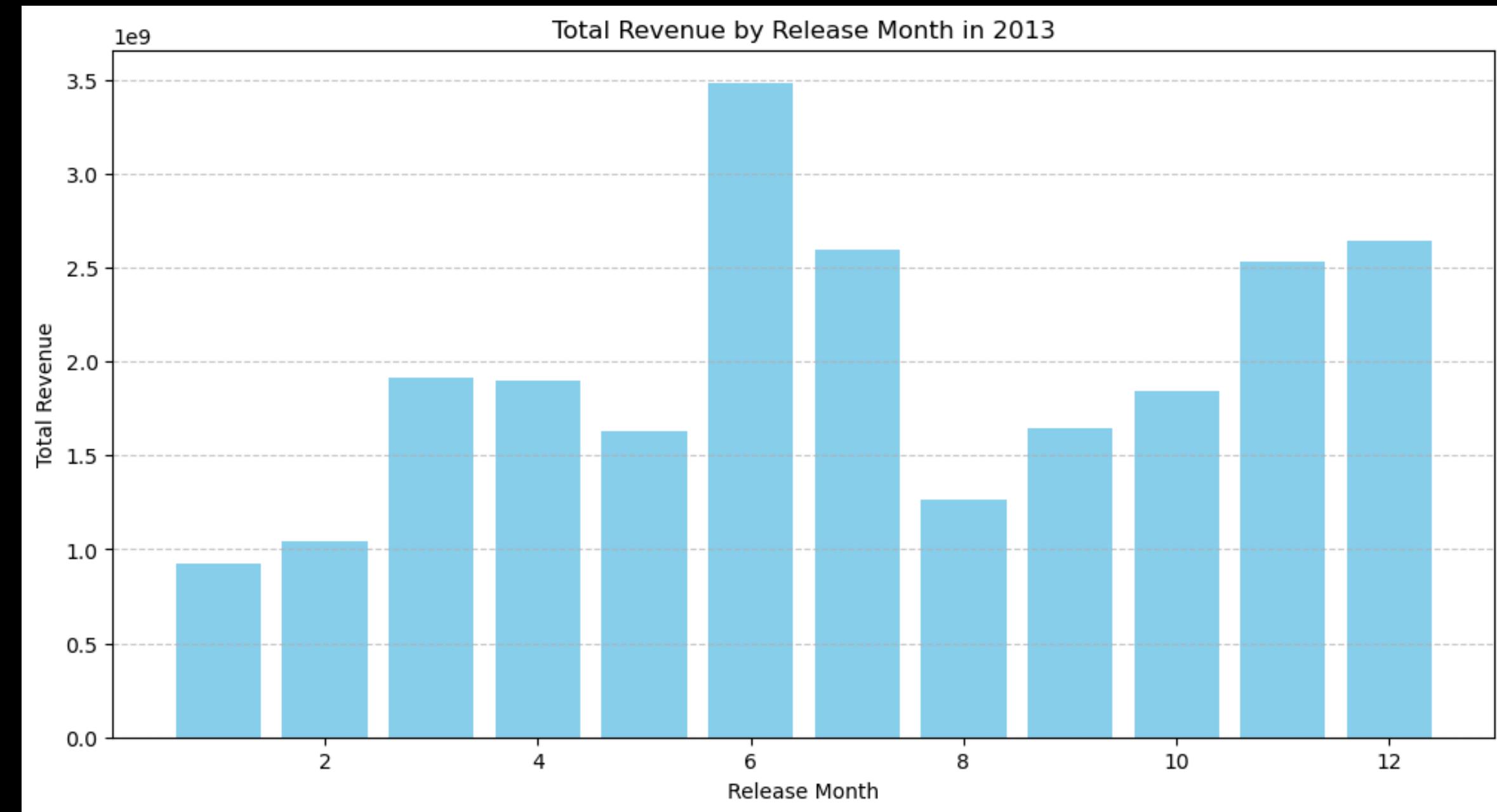
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MONTHLY RELEASE VS. REVENUE

The analysis of monthly revenue trends in 2013 reveals intriguing patterns in the movie industry. January and February emerged as the months with the lowest revenue earnings, with January barely crossing the \$1 billion mark. In stark contrast, June, July, November, and December showed the highest revenue earnings, with June alone exceeding \$3.5 billion.

While this data pertains to a single year, it provides valuable insights into consumer spending habits. It is reasonable to infer that Americans tend to allocate more funds for movies during significant holiday breaks, particularly around Thanksgiving and Christmas, as well as during the summer months.

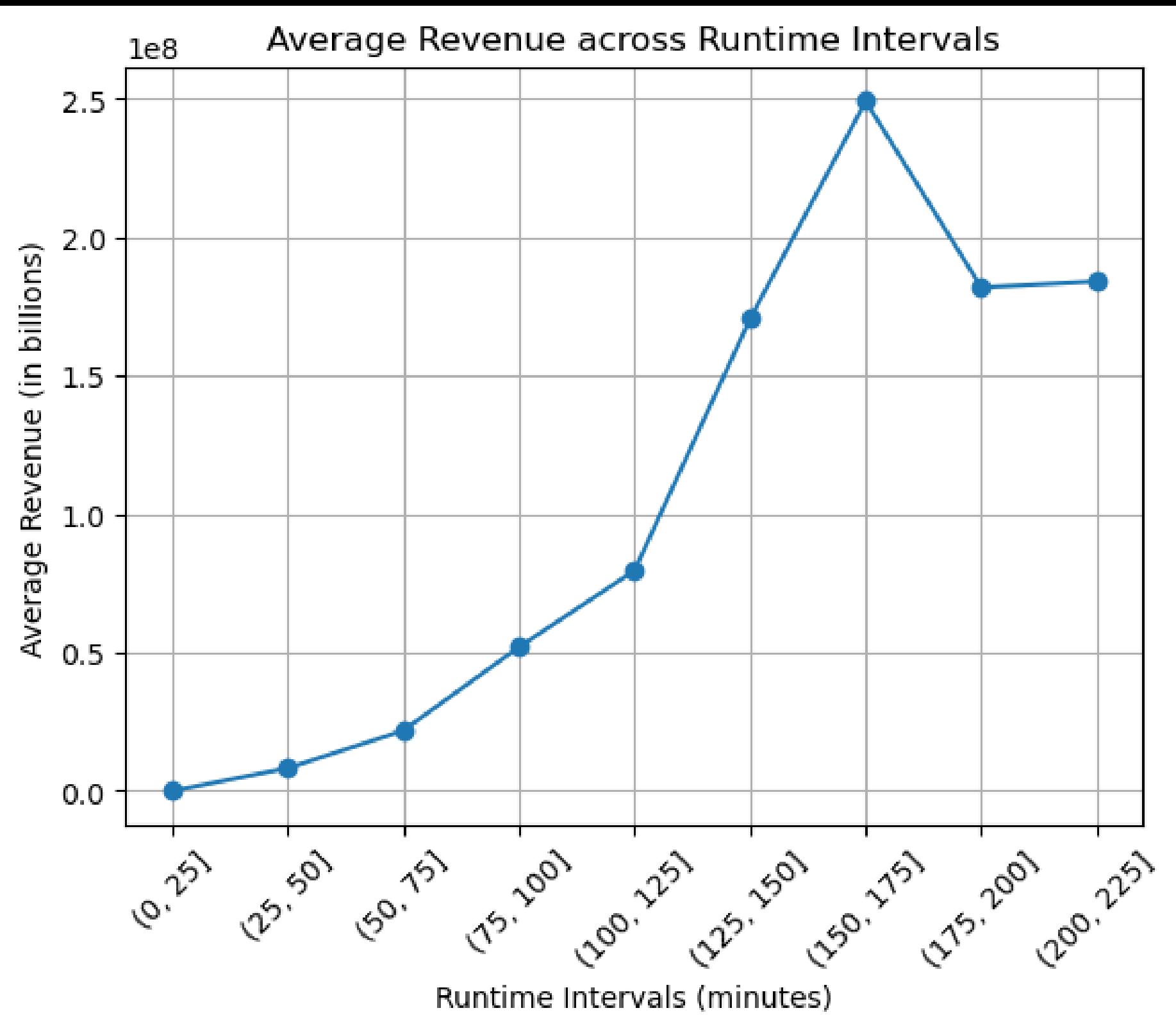




RUNTIME VS. REVENUE

As illustrated in this chart, we observe a nearly exponential increase in revenue as the duration of a movie extends up to the two-and-a-half-hour mark. Beyond this point, however, revenue experiences a sharp decline, eventually stabilizing. This pattern signifies that movie consumers exhibit a pronounced preference for films falling within the runtime range of one and a half to two and a half hours. Beyond this timeframe, a substantial portion of consumers appear to lose interest in the movie-watching market.

Much like budget considerations, the duration of a movie plays a pivotal role in the investment decision-making process. Families tend to favor shorter runtimes, while adult audiences may be more inclined to engage with longer, three-hour epic films. These runtime preferences significantly influence a movie's revenue potential.

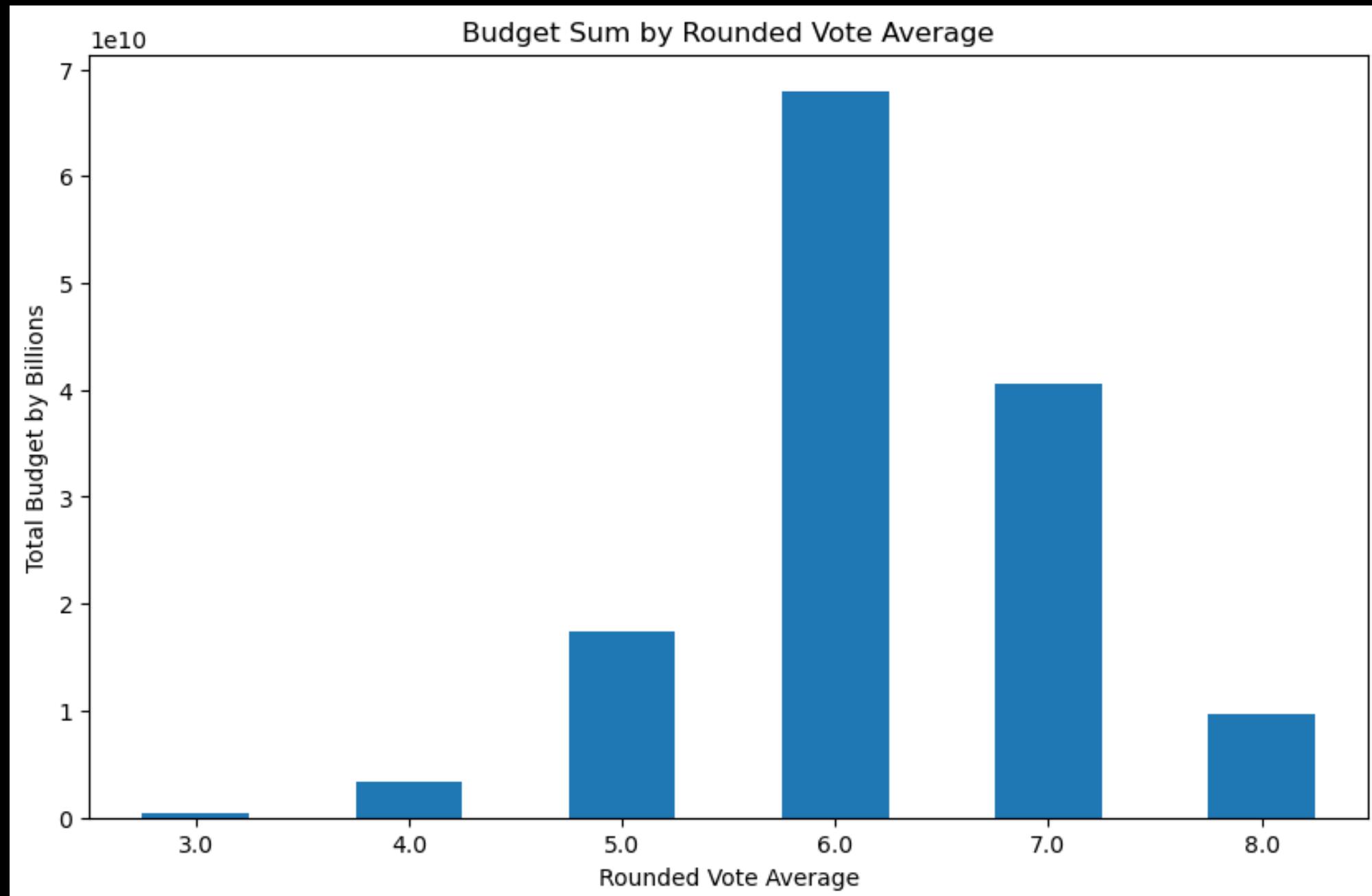




BUDGET VS. VOTE AVERAGE

Consumers often base their decisions on whether to invest their time and money in a movie on its reception by others. In the graph presented here, we can observe that both the budgets allocated to movies and their reception tend to rise in tandem until they reach a 6 out of 10 rating threshold.

However, it becomes apparent that larger budgeted movies experience diminishing returns concerning their reception beyond this point.



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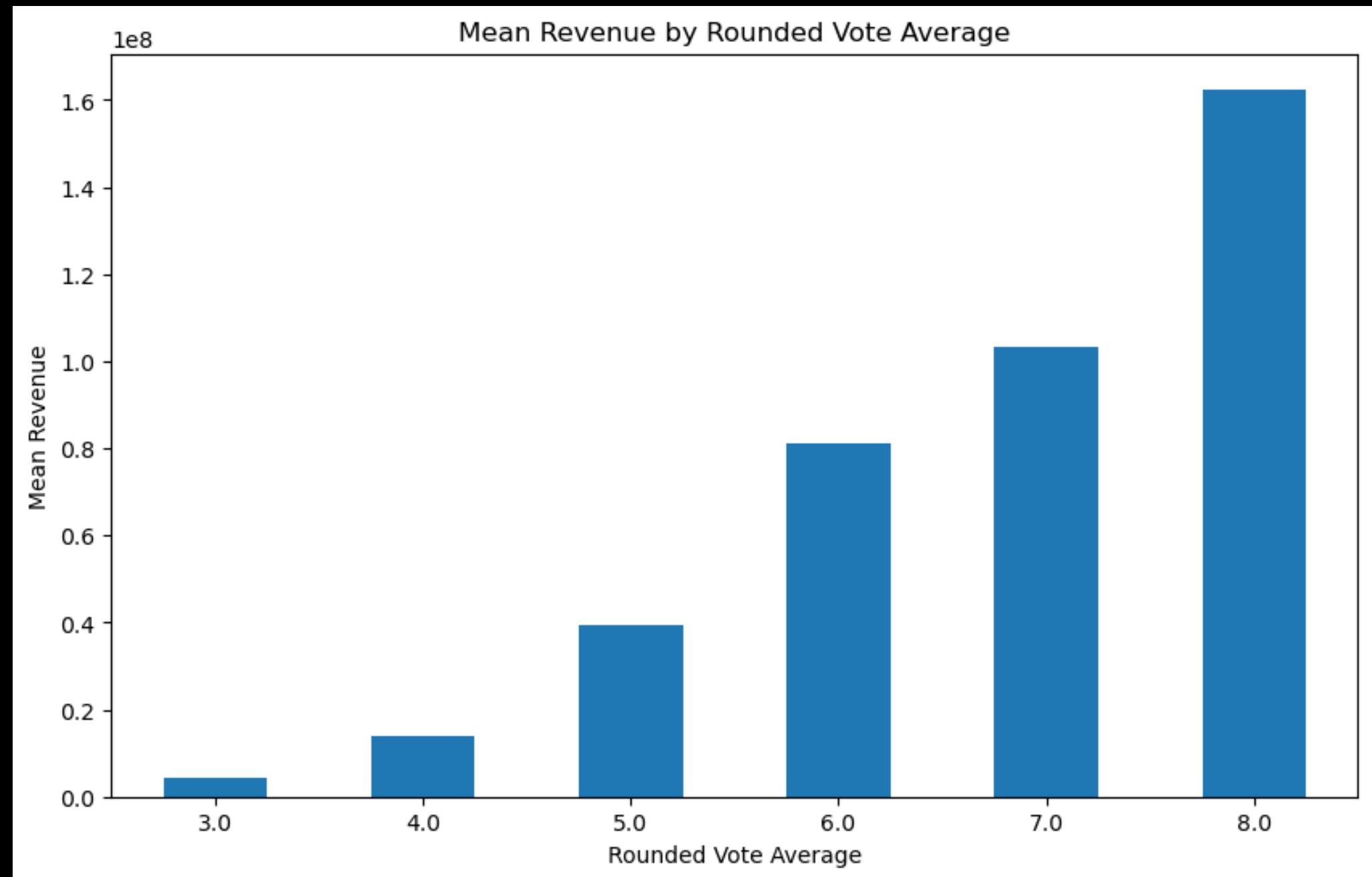


REVENUE VS. VOTE AVERAGE

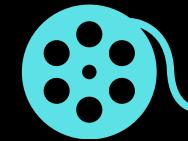
It would be reasonable to anticipate that movies with higher ratings would generate more revenue, as audiences generally prefer quality content and are willing to invest more in it.

However, upon observing that higher budgets don't necessarily translate to higher ratings, it leads us to hypothesize that higher budgets may not always result in increased revenue.

In the previous Budget vs. Vote bar graph, we note that larger budgets do not directly correlate with improved movie ratings. The graph reveals diminishing returns, particularly as ratings surpass an average of 7, where the budgets allocated to such movies significantly decrease. This observation contrasts with our subsequent graph, which demonstrates that higher-rated movies tend to yield higher revenue.



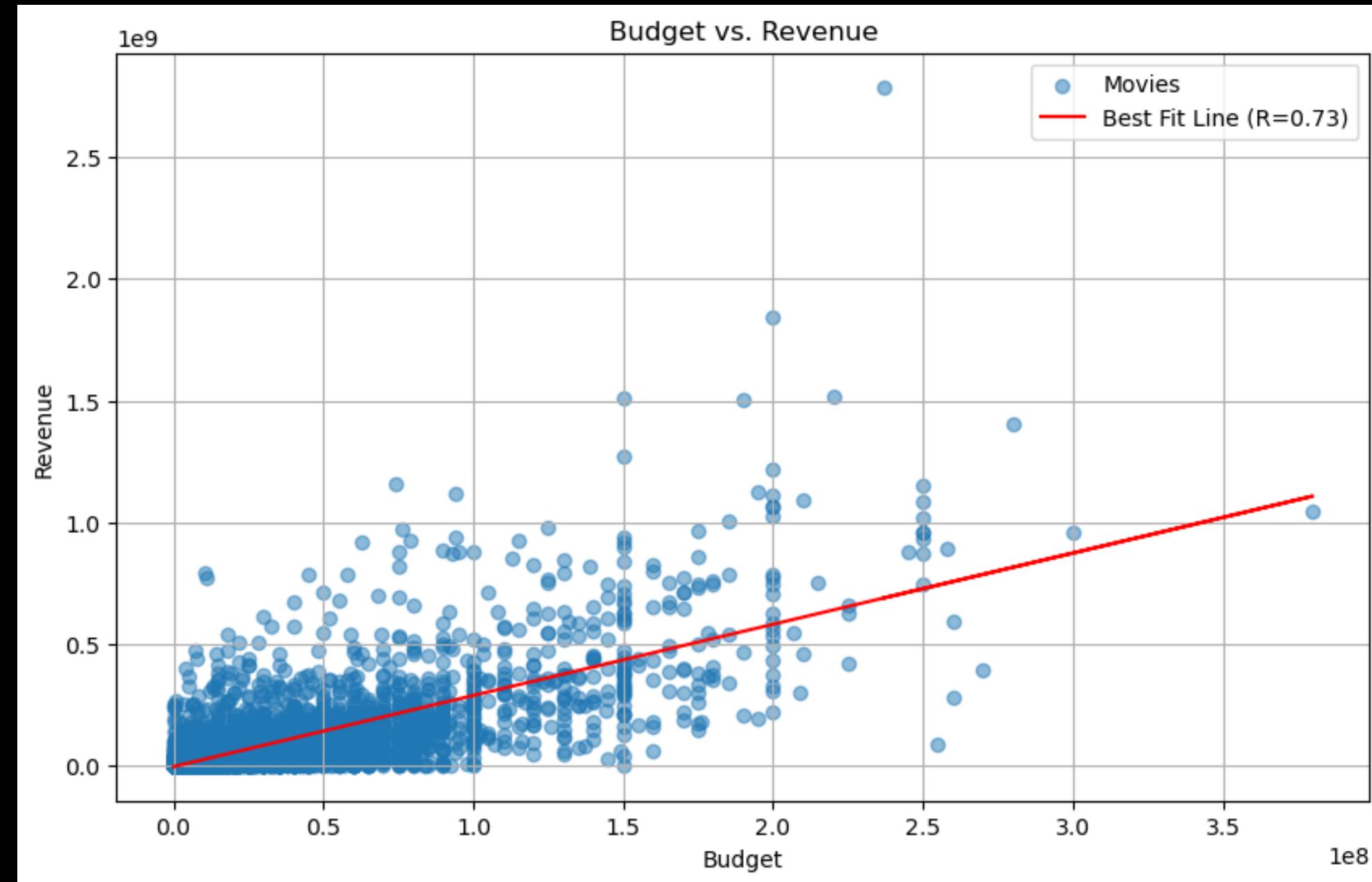
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HOW DOES BUDGET IMPACT REVENUE?

A positive correlation is evident between a movie's budget and its revenue, as demonstrated by the regression line and a notably high correlation coefficient (r value) of 0.73. As the budget allocated to a movie increases, there is a corresponding tendency for the revenue it generates to rise as well.

Nonetheless, it is imperative to emphasize that correlation does not imply causation. Our analysis solely examines the interplay between these two variables without establishing a causal relationship. It is essential to acknowledge the potential influence of other variables which may underlie this observed correlation.



CONCLUSION

In summary, our data analysis offers a multifaceted view of the budgetary needs in the movie industry, highlighting the complex interplay between genre choice, release date, runtime, critic ratings, and budget on the overall revenue of a film project.

Certain genres resonate more strongly with audiences, encouraging studios to stay attuned to evolving preferences when selecting genres for future projects. Utilizing data-driven insights and future projections becomes imperative in aligning movie production with shifting cinematic tastes and consumer demands.

Additionally, a strong positive correlation is evident between a film's budget and its revenue, emphasizing the potential for studios to strategically allocate resources to maximize returns within specific genres. The release month analysis suggests that timing movie releases to coincide with high-earning months can lead to significantly increased revenue, capitalizing on consumer preferences and seasonal spending trends.

Furthermore, our findings underline the economic advantages of maintaining film runtimes within the 1.5 to 2-hour range, while acknowledging the influence of target audiences on ideal runtime choices. Lastly, our study reinforces the value of a balanced investment approach, with the understanding that overspending does not guarantee favorable receptions, and judicious budget allocation can lead to both critical acclaim and financial success in the dynamic world of filmmaking.



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APPENDIX

For this analysis we utilized insights from: Google, Stack Overflow, ChatGPT, course TA's, and educational resources provided by UT's Data Analytics Bootcamp.

License data for this analysis came from "The Movie Database (TMDB)" via Kaggle.com.

GitHub Repo for this Project:
https://github.com/KacySamples/Project_1.0.git



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