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|  | | | |  | Mini-project | | | | | | | | |  | |
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|  | |  | The Success of transitioning a video game franchise to film | | | | | | | | | | | |  |
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|  | Joseph Majidian | | | | | | | | |  | | | | | |
|  |  | | | | | | | | | | | | | | |
|  | **A graph with numbers and numbers  Description automatically generated with medium confidence**  Mario Crushes Sonic (and Box Office Records): Data Reveals Secrets of The Super Mario Bros. Movie's Historic Success. I web-scraped a list of 52 video-game films from the Rotten Tomatoes website to learn more about the success of The Super Mario Bros. Movie.  Mario stands alone, gobbling up a whopping 19% of the sample's total box office, a feat unseen in video-game films. Its dominance might signify studios cracking the code for blockbuster video-game adaptations, with recent releases dominating the top 6.  While this US-focused study reveals insights, future research should explore Mario's global impact and solidify if this genre's box office surge is truly a worldwide phenomenon. | | | | | | | | | | | | | | |
|  | | | | | |  |  |  | Figure 1. 50 of the 52 films on the tomatoes list (box office is not available for Resident Evil: Apocalypse and Postal | |  | |  | | |
|  |  | |  | We can see from the chart on the right that over the years, critics opinion of the genre’s new releases has improved (all the films with a score over 50% were released in the last 5 years). This opens a broader debate about the importance of Box- office success vs critical acclaim. |  | | |

<https://editorial.rottentomatoes.com/guide/video-game-movies/>

<https://public.tableau.com/app/profile/joseph.majidian/viz/Video-Gamefilms/Dashboard1?publish=yes>