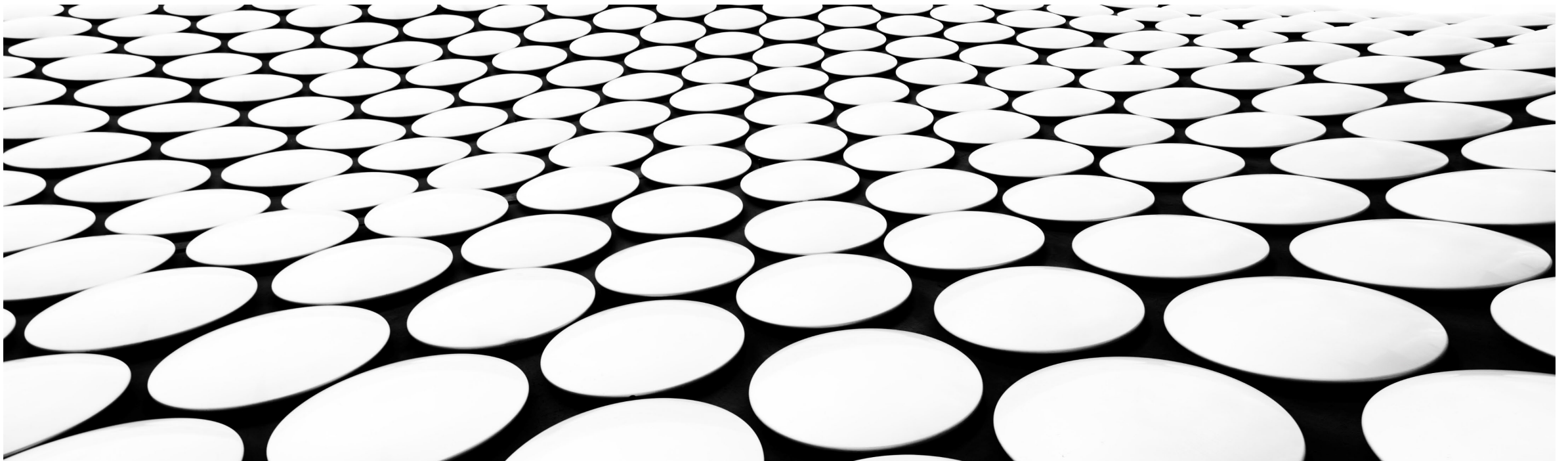

LIGHTS, CAMERA, DATABASE: EXPLORING THE WORLD OF MOVIES

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PROJECT BACKGROUND

- A trend of large corporations developing original video content has emerged.
- Microsoft aim to follow suit by establishing their own movie studio.

Challenge :

- Microsoft lack experience in movie-creation and require insights into the types of films that are currently successful at the box office.

Expectation:

- As a independent consultant, your tasked to conduct research on the most profitable movie genres
- Provide actionable insights to the head of Microsoft new movie studio.
- The findings will aid in the decision-making process for the types of films to create.

PROJECT PROCESS OVERVIEW

1. Data source & **Data understanding**
2. **Business problem understanding**
3. Initial data insights

Step 1

Step 2

Data cleaning and preparation carried out for three data sets individually.

Data Exploration Analysis

1. Merging of the 3 data sets
2. Statistical Analysis
3. Visualization of data

Step 3

Step 4

1. **Summary of results**
2. **Recommendations**

STEP 1: DATA & BUSINESS UNDERSTANDING

Data source & Data understanding

Data was acquired from different international movie databases to support with the project.

Through initial insights, 3 databases were utilized to come to the conclusions of this study

1. [rt.movie_info.tsv.gz](#) : Each record represents standard movie information.
2. [rt.reviews.tsv.gz](#): Each record contains reviews and ratings for the movies.
3. [tn.movie_budgets.csv.gz](#) : The file contains the production budget and gross sales per movie.

Business problem understanding

The primary objective of this study was to address the following inquiries:

1. Which movie genres are the most popular and what is their average runtime?
2. What is the relationship between production budget and revenue generated?
3. How do movie ratings and reviews influence revenue?
4. Is there any correlation between production budget and ratings?

STEP 2: DATA CLEANING

Python library imports were utilized in this project .

- ❖ Pandas as pd
- ❖ Numpy as np
- ❖ Csv
- ❖ gzip

These libraries allow us functions and objects that improve the quality of our python codes among other benefits.

The below processes were achieved in the data cleaning process:

- Dropping of Unnecessary Columns and rows based on different criteria's.
- Filling data in empty cells.
- Creation of new columns i.e. Return on investment(ROI).
- Converting data into suitable data types i.e. dates, numeric.
- Removing of characters that don't need to be in the columns (commas, currency signs etc.)

STEP 3 : DATA EXPLORATION ANALYSIS

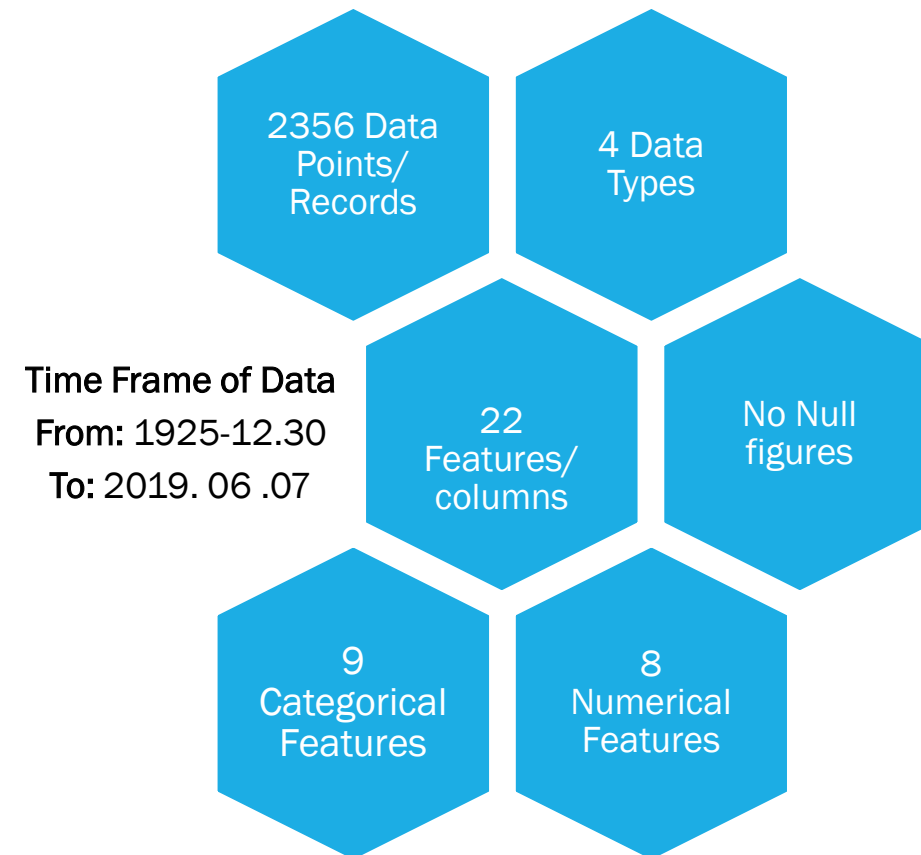
Merging

In this step , a merged Data Frame was used for Data Exploration

Features of the data utilized are beside :

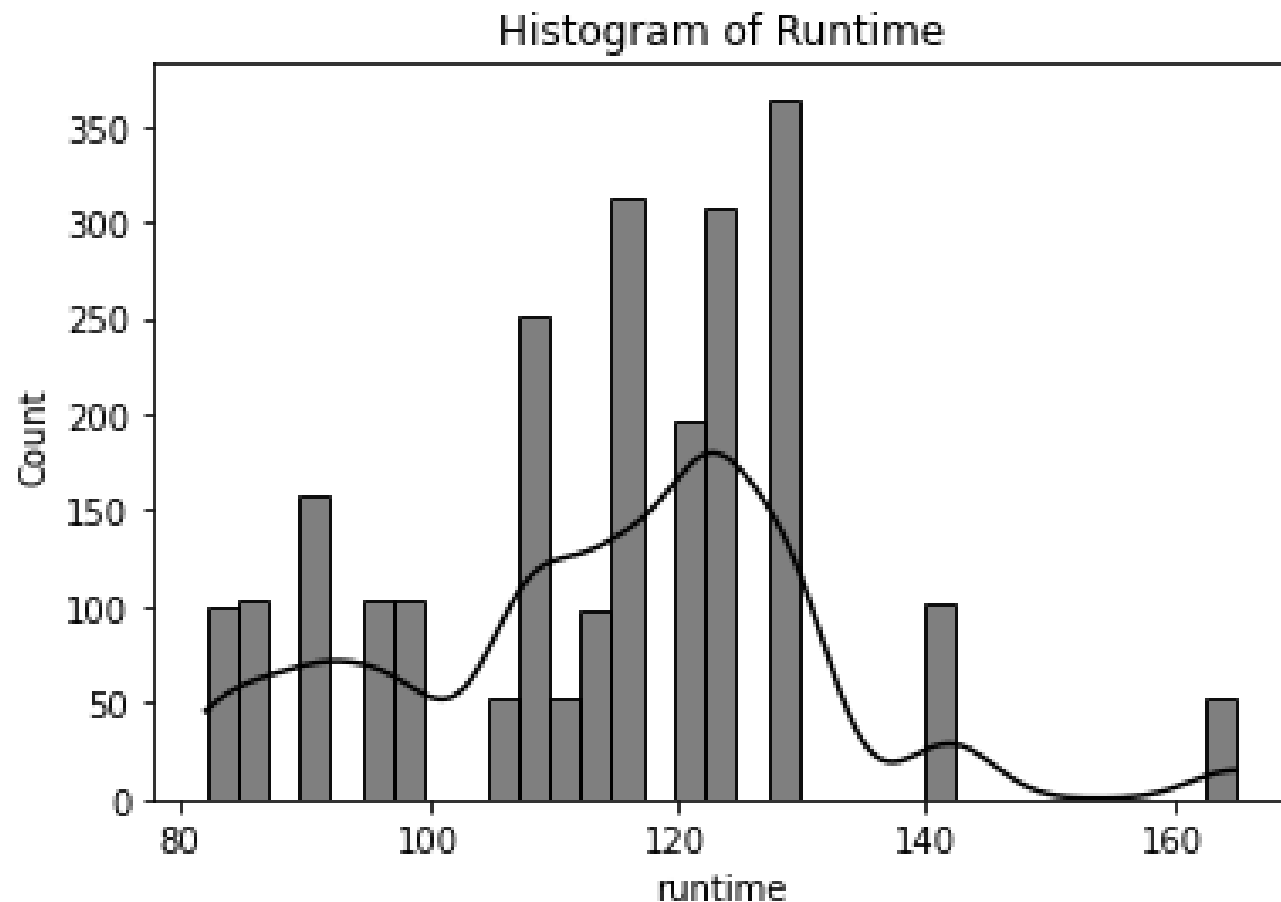
Additionally :

- 4 features are date time objects
- 1 feature is a Boolean (True/False)



STEP 3: DATA EXPLORATION ANALYSIS

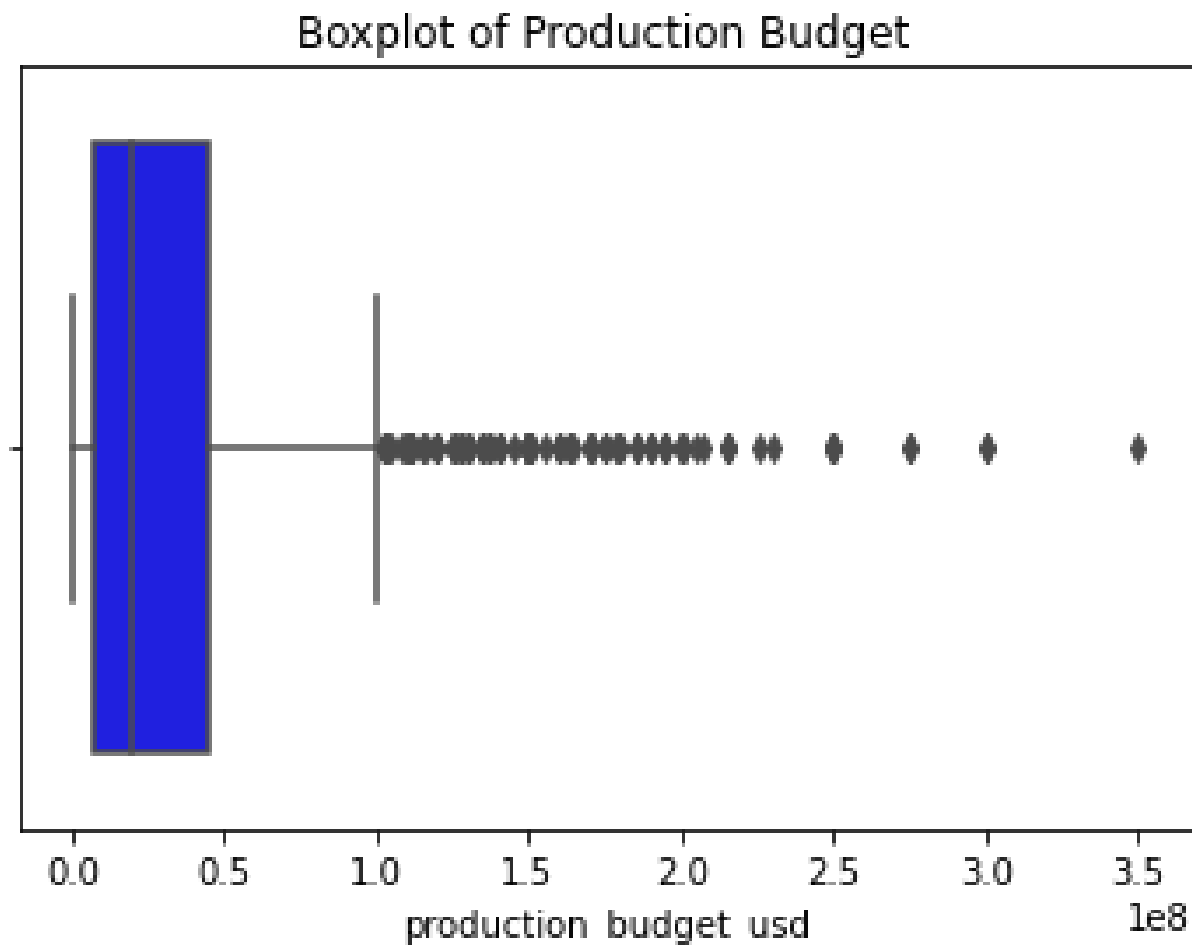
SUMMARY STATISTICS - RUNTIME



- The Average run time for movies was captured at 114 minutes
- Majority of the movie run times ranged between 106minutes and 123 minutes.
- No movie was found to be below 82 min runtime.

STEP 3: DATA EXPLORATION ANALYSIS

SUMMARY STATISTICS – PRODUCTION BUDGET

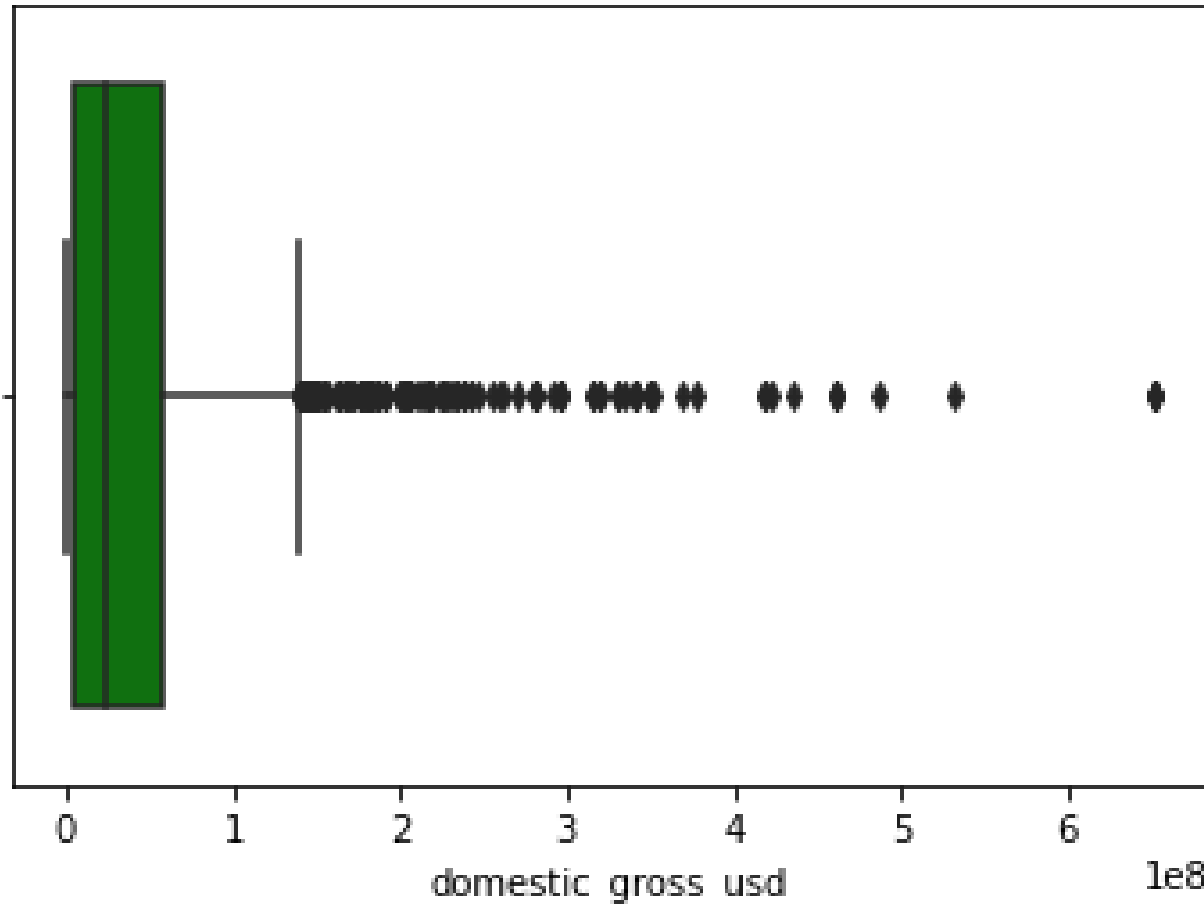


- The Average budget was 34.6 Million
- Production Budgets varied widely from USD 1,100 to a maximum of USD 350 Million
- Most movie makers spent on USD 7million on the lower side and USD 45 Million in their productions.

STEP 3: DATA EXPLORATION ANALYSIS

SUMMARY STATISTICS –DOMESTIC GROSS REVENUE

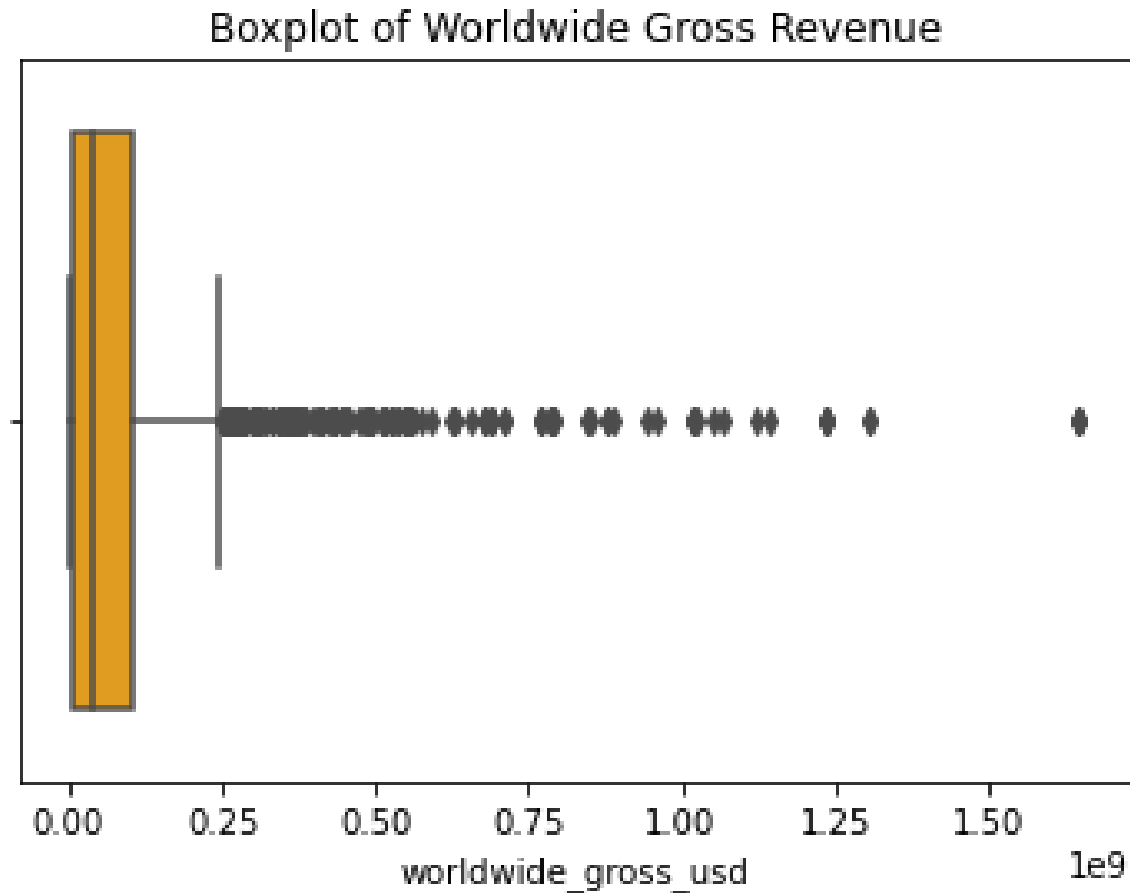
Boxplot of Domestic Gross Revenue



- The average Domestic gross Revenue made by movie makers was USD 45.5 Million
- On Minimum a movie maker made USD 527 which can be considered really low however, the maximum domestic gross revenue made was USD 652.3 Million
- Majority of the movie makers made on from USD 4.26million on the lower side and USD 58.5 Million on the higher side.

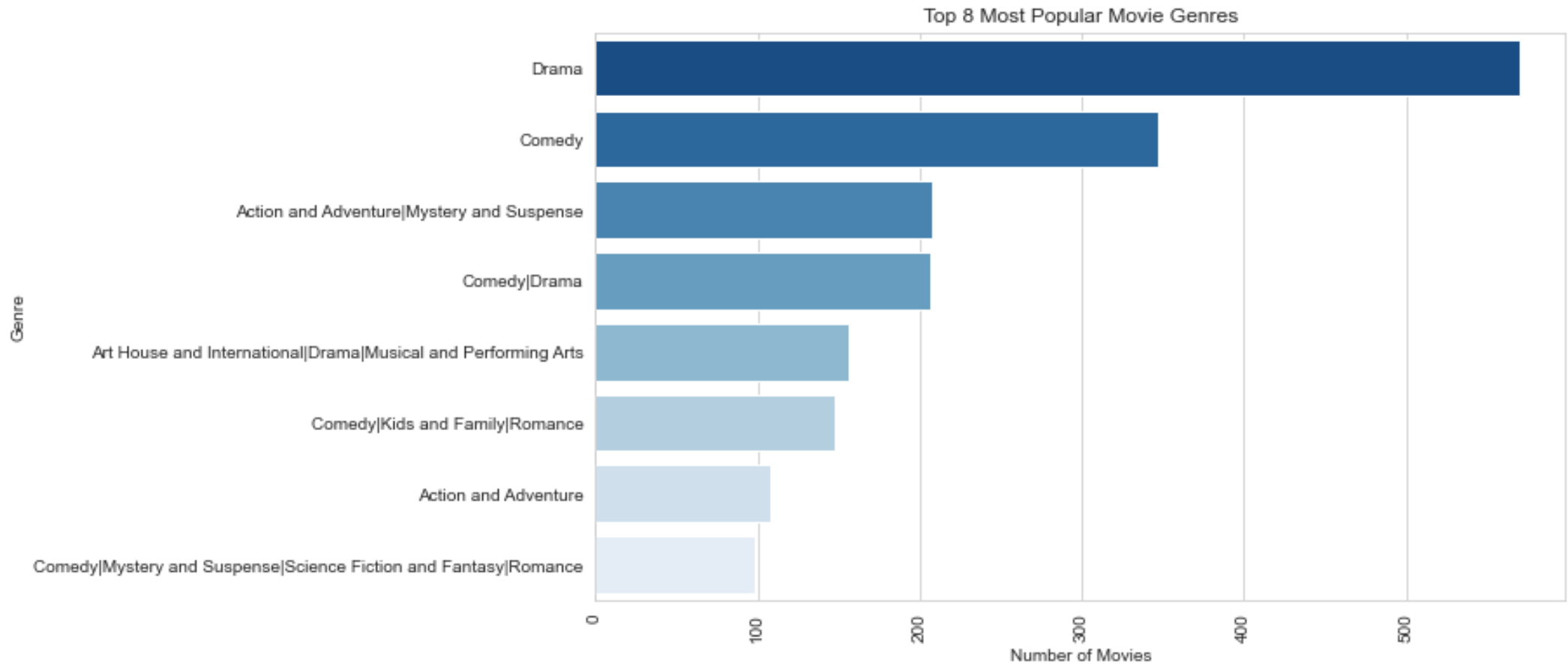
STEP 3: DATA EXPLORATION ANALYSIS

SUMMARY STATISTICS –WORLDWIDE GROSS REVENUE



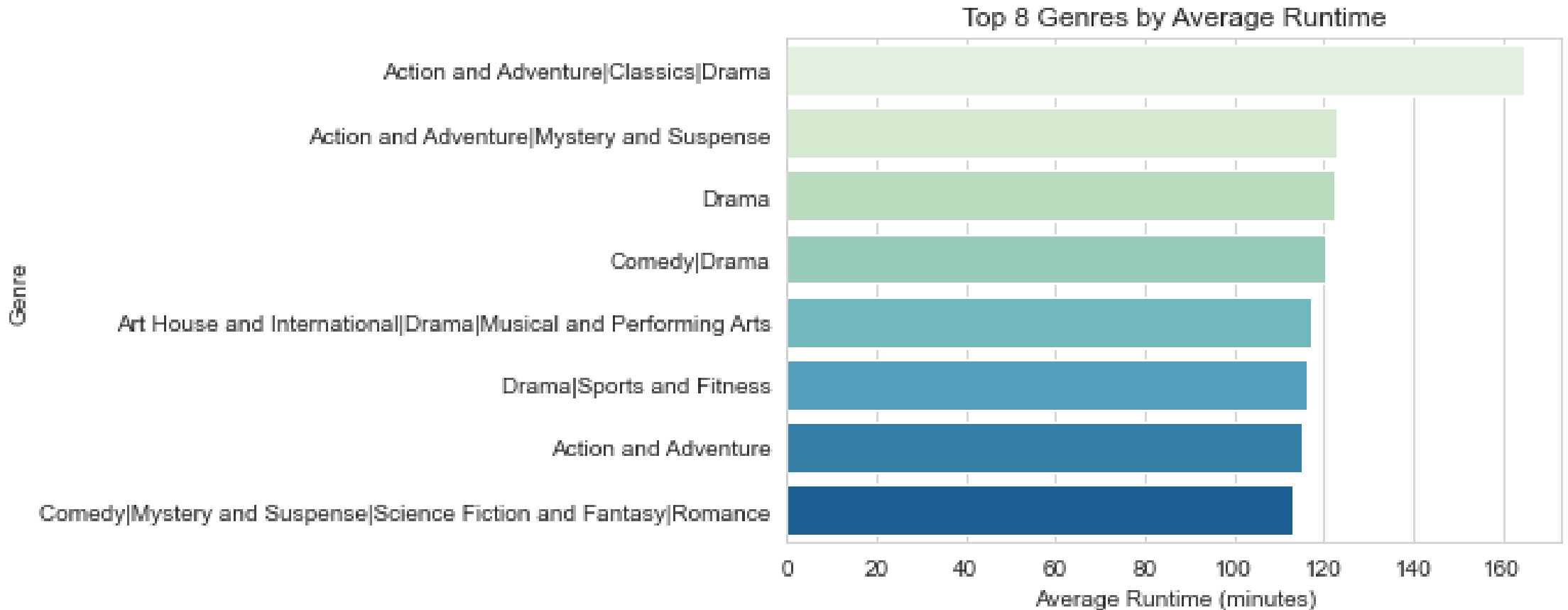
- The mean Worldwide gross Revenue made by movie makers was USD 98.6 Million
- On Minimum a movie maker made USD 527 , the maximum worldwide gross revenue made was USD 1.65Billion.
- Majority of the movie makers made from USD 7million on the lower side and USD 103 Million on the higher side.

8 MOST POPULAR MOVIE GENRES



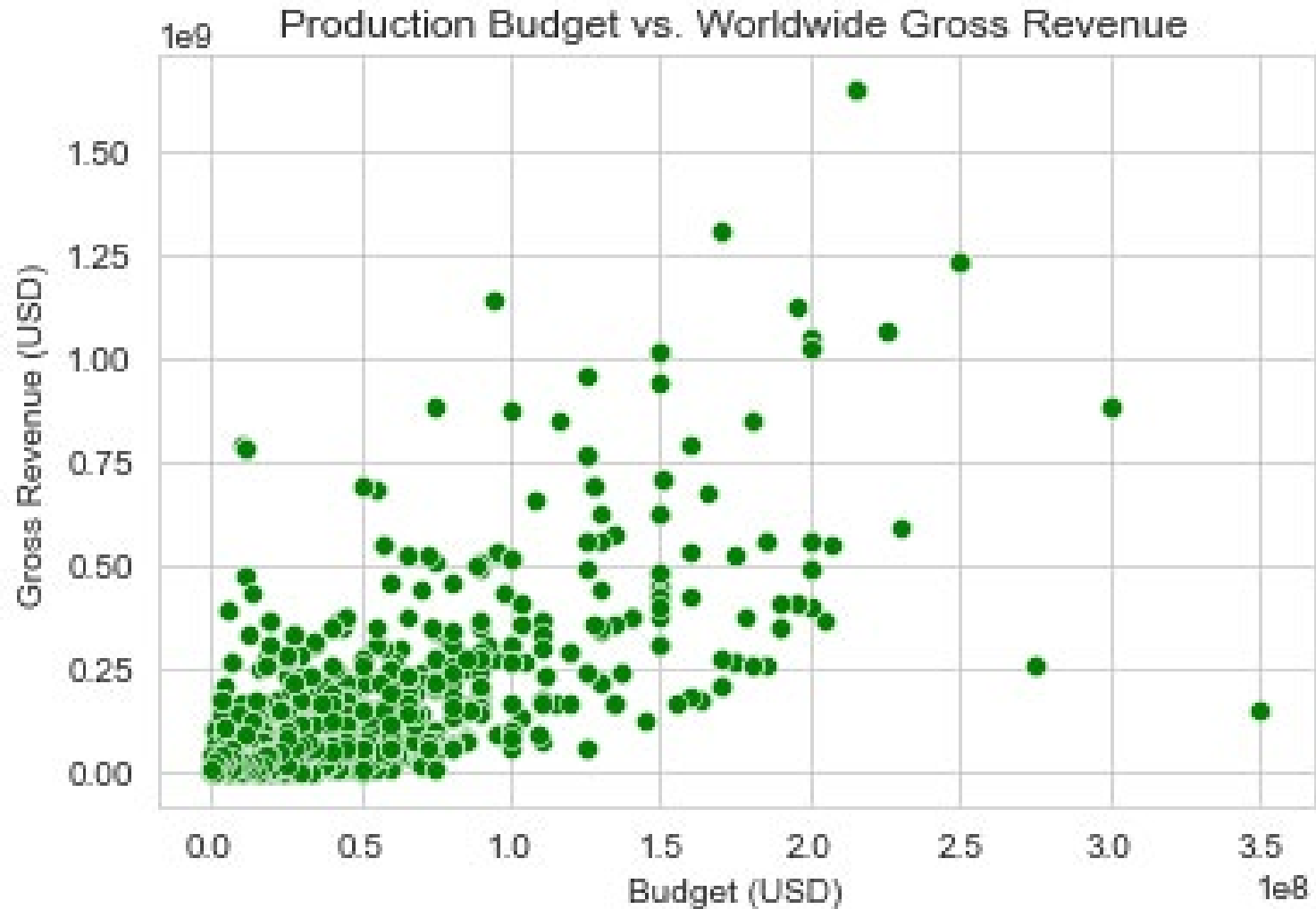
- Drama was the most popular genre watched by individuals across the world.

TOP 8 GENRES BY AVERAGE RUNTIME



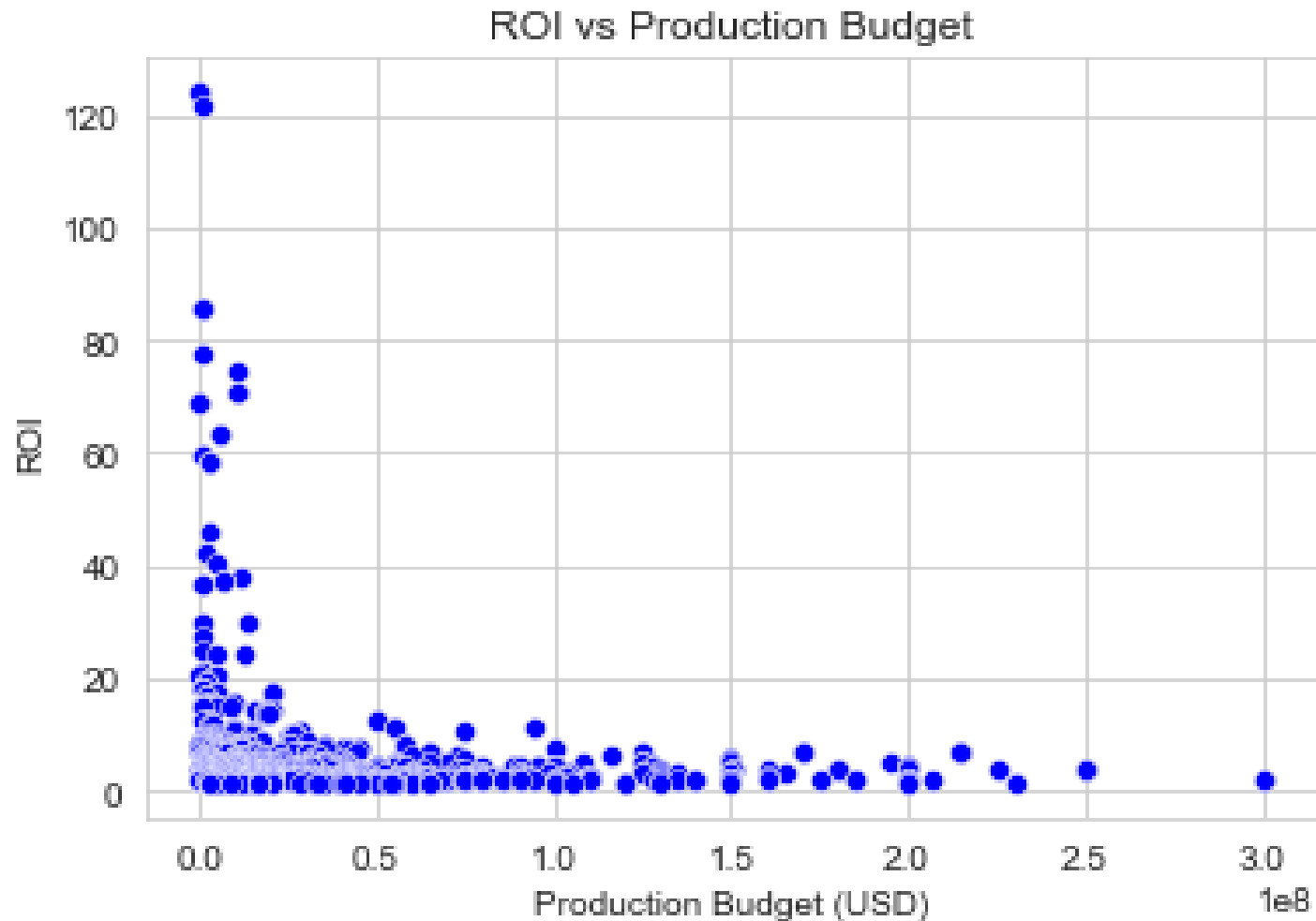
- Action & Adventure|Classics| Drama had the highest average runtime among all the genres present.
- Drama came third followed by Comedy|Drama which were very near the mean of 114 minutes.

PRODUCTION BUDGET VS. WORLDWIDE GROSS REVENUE



- It was noted, that not always that movies with higher production budgets will generate high revenues.
- For Example : Movies with a budget of USD 1.5 Million dollars had varying revenues . Meaning other factors affected the movies success.

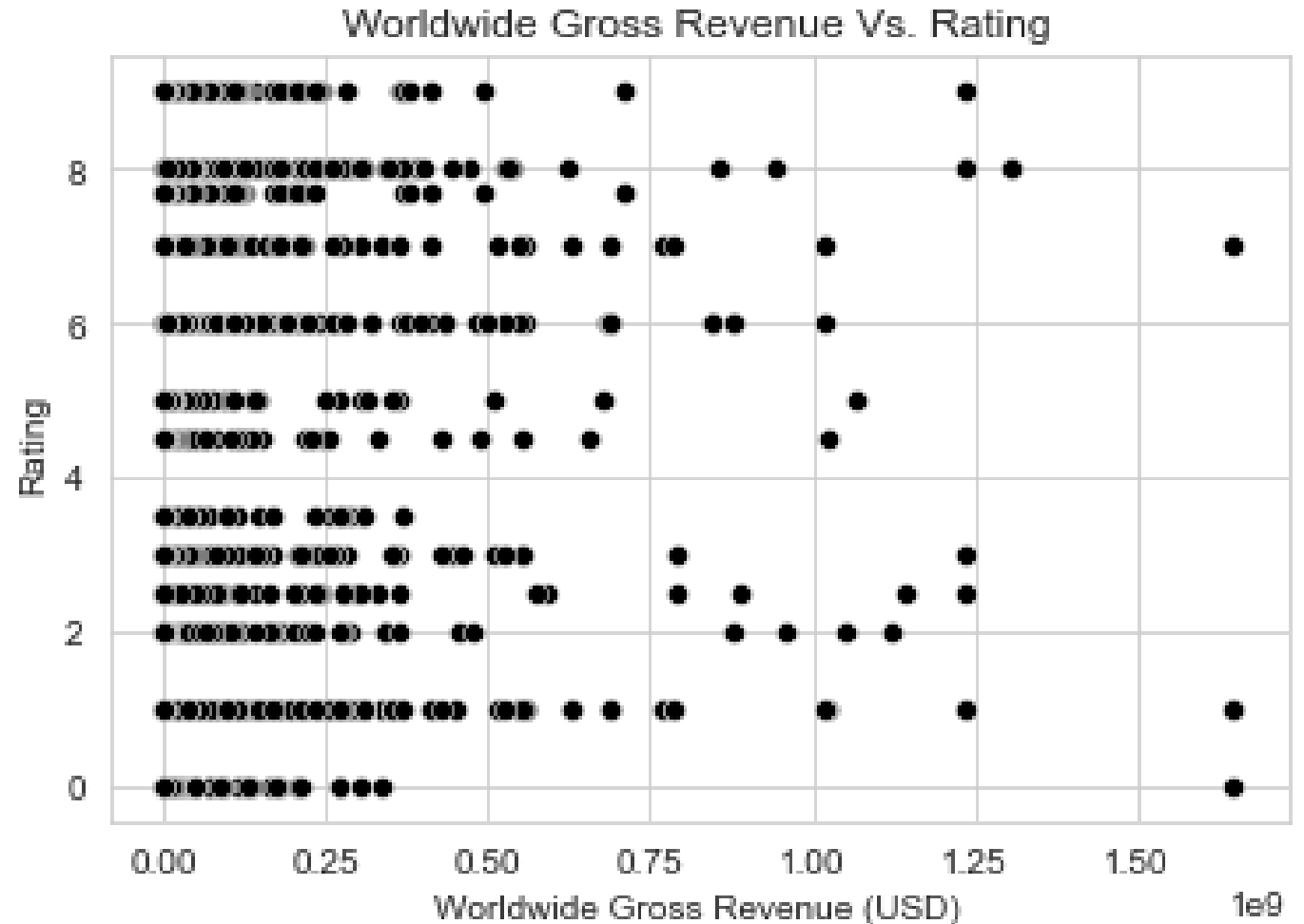
ROI VS PRODUCTION BUDGET



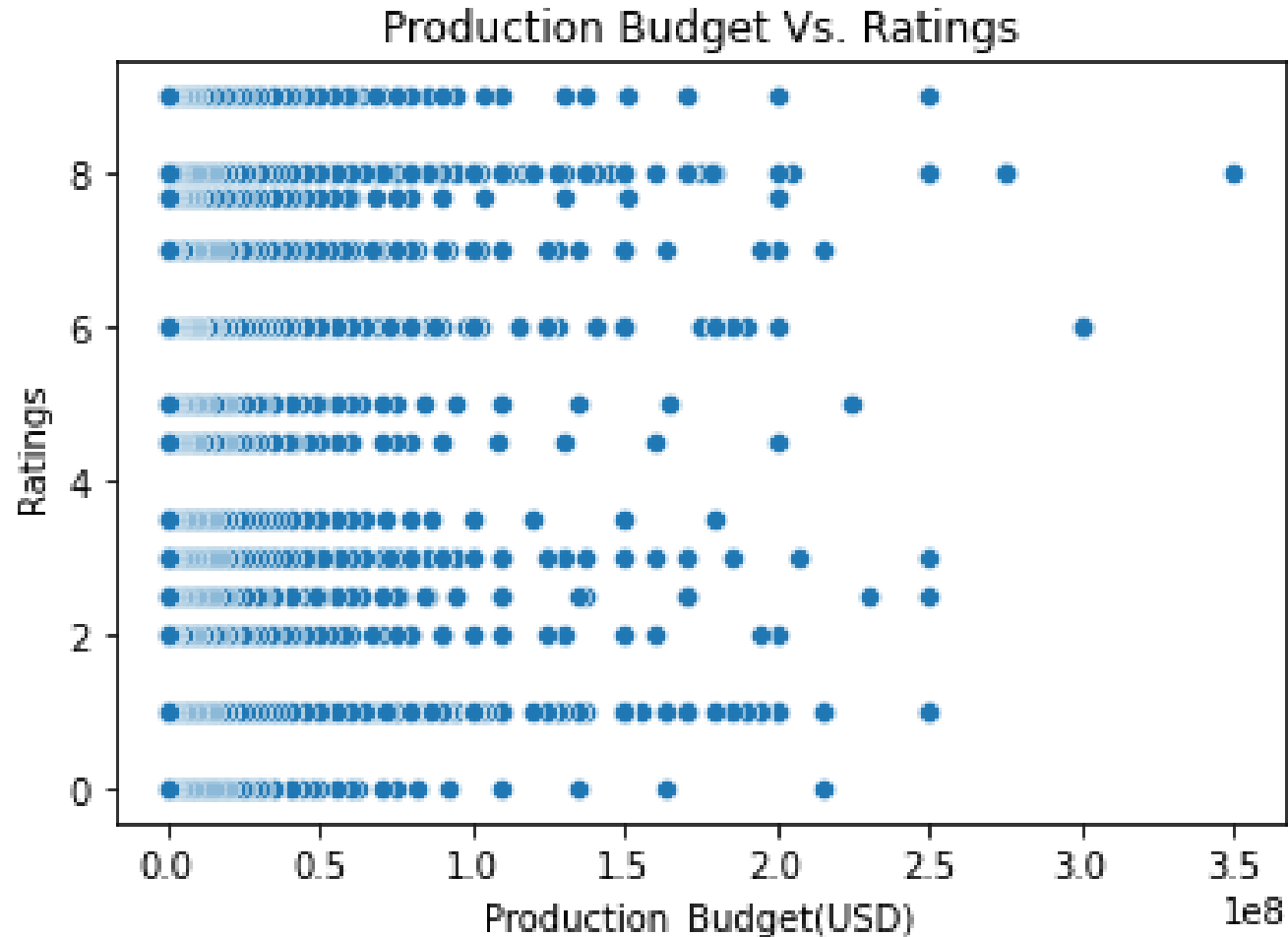
- Like in the previous slide, Return on investment (ROI) is not guaranteed by the production budget used .
- The scatter plot shows very little correlation between the ROI and investment put in.

WORLDWIDE GROSS REVENUE VS RATING

- A weak and negative correlation was observed between these two variables
- Movies with little to no revenue gathered as many ratings as movies with higher revenues.
- Movies with higher revenues gathered less ratings than would have been expected.



PRODUCTION BUDGET VS RATINGS



- A weak and positive correlation was observed between these two variables
- A slight tendency was noted on movies with higher production budgets to have slightly higher ratings, but the relationship is not very strong.

RECOMMENDATIONS

Recommendations to consider:

Genre and Runtime

- Invest in drama and comedy movies as they are the most popular genres.
- To Keep in mind the appropriate length of each movie . The average mean is 114 minutes

Budgets & Ratings

- Although the average production budget spent by movie makers in this dataset was 34.6 Million, consider that the majority of movies spent between USD 7 million and USD 45 million.
- This means a lower budget can always be utilized.
- Microsoft should not solely rely on higher production budgets as a guarantee for higher ratings or revenues.

Revenue & Ratings

- Microsoft should keep in mind that there is a weak negative correlation between worldwide gross revenue and movie ratings. This means that having high ratings does not necessarily guarantee high revenues.
- Thus should not rely heavily on ratings.



CONCLUSION

Finally, Microsoft should keep in mind that while the majority of movies in the dataset generated between USD 7 Million and USD 103 Million in worldwide revenue, the highest worldwide gross revenue registered was USD 1.65 Billion.

Therefore, it is important to remain open to the possibility of high revenue generation, and not limit investment opportunities based on past revenue trends.



THANK YOU

FURTHER QUERIES CAN BE REDIRECTED TO MY EMAIL :

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