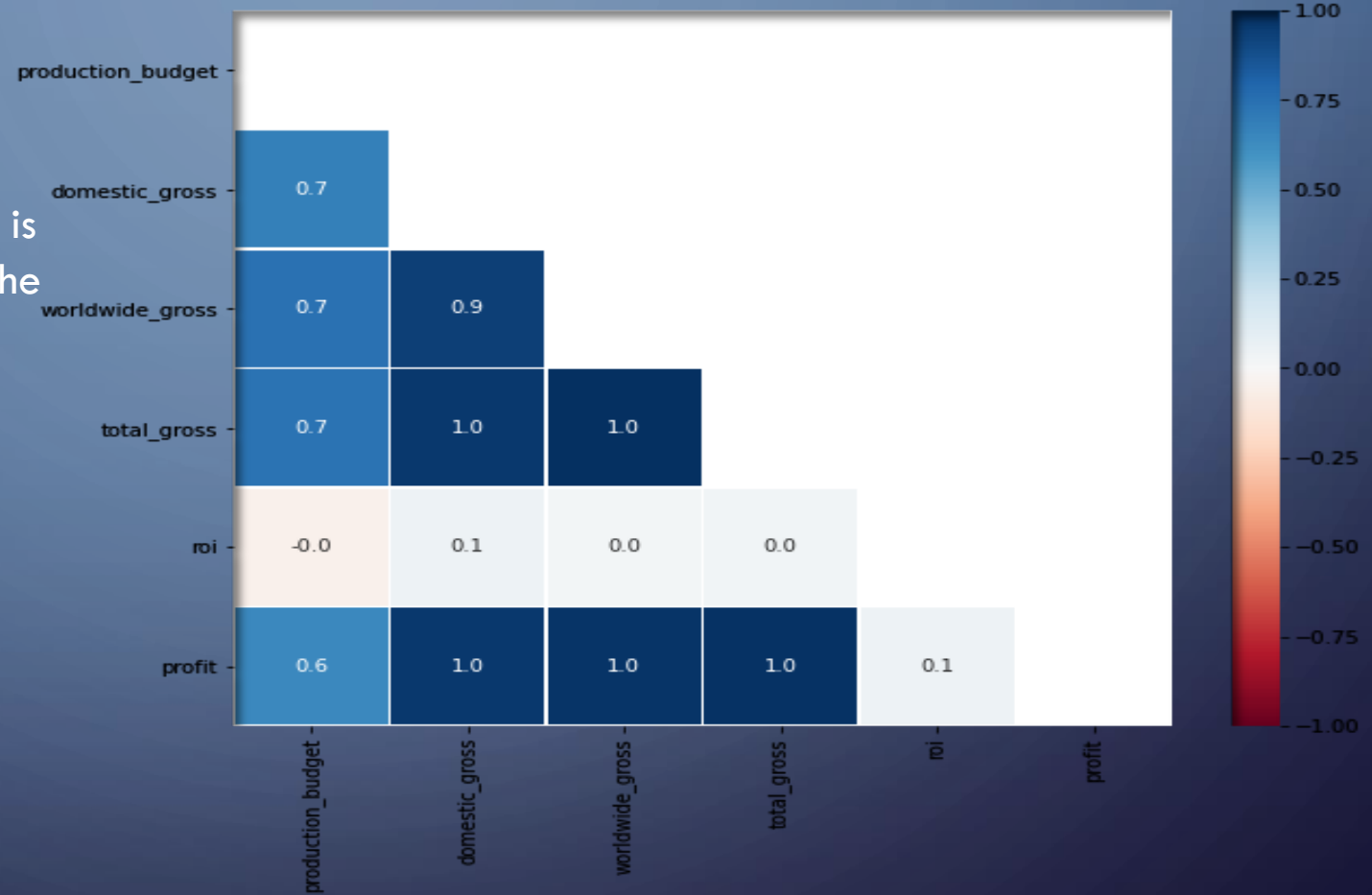


An abstract graphic on the left side of the slide, consisting of white lines and circles on a dark blue background, resembling a circuit board or a stylized tree structure.

MICROSOFT DEBUT STUDIO ANALYSIS

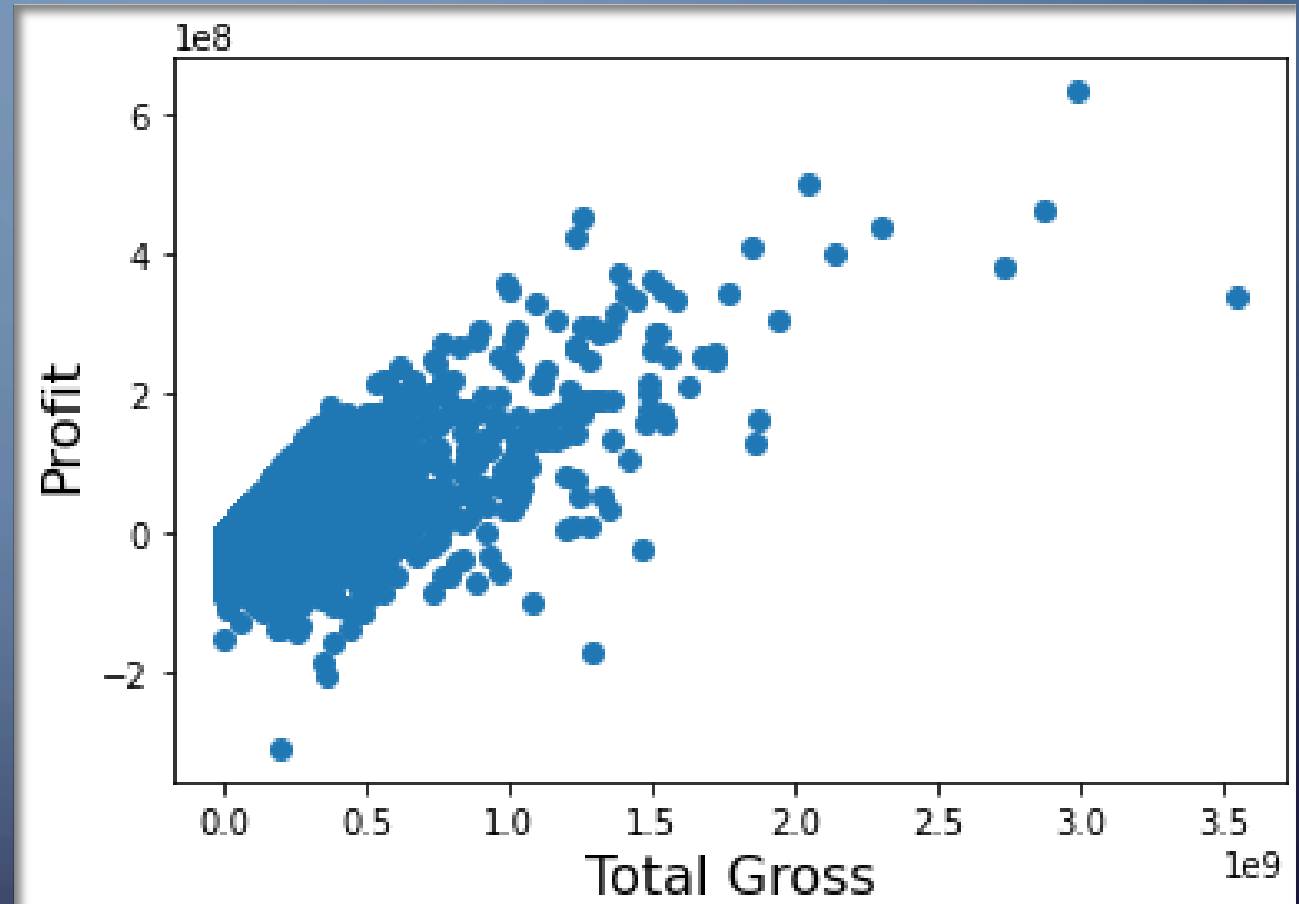
Visualization of the Correlation Matrix Graph

There is a strong correlation(0.7)where increased production spending helps us predict high gross revenue. There is a perfect correlation(0.1)the entire profit is almost driven by worldwide_gross. At the ROI paradox there is zero correlation(0.0)since there is no relationship between how much you spend and your percentage return on investment.



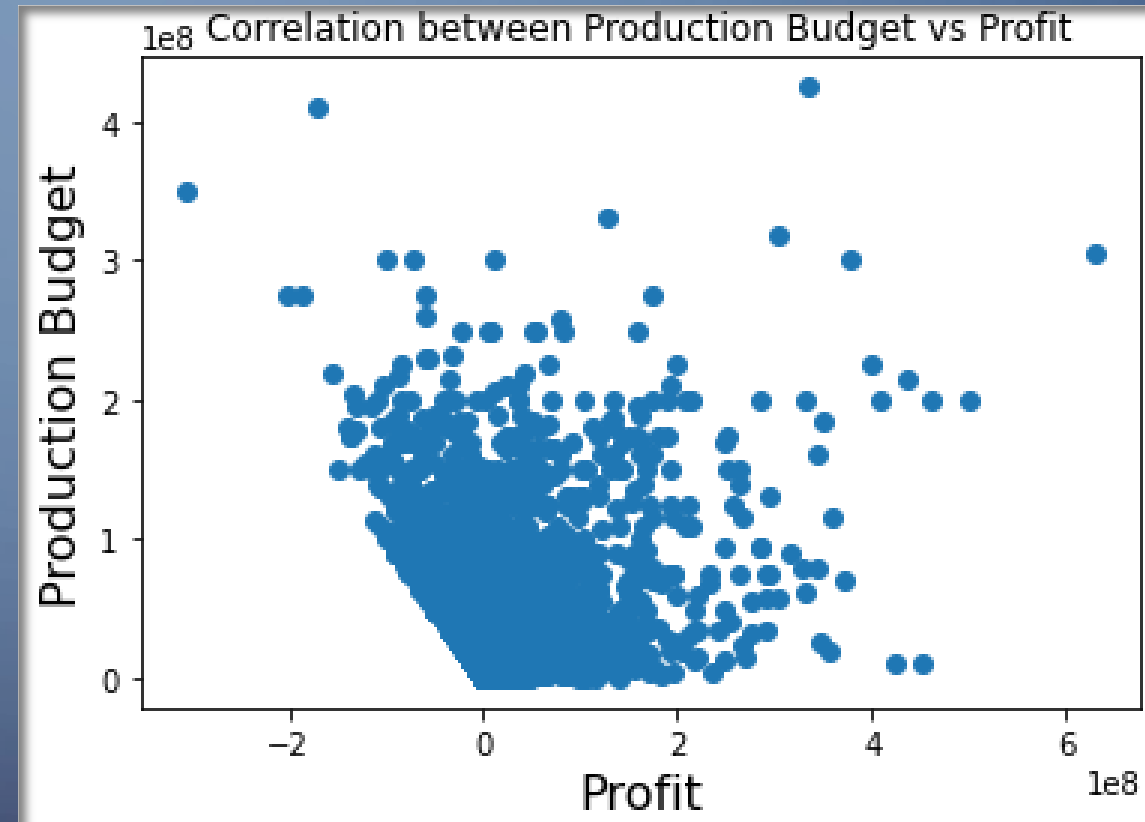
Correlation on the tn_budget_df2 between total_gross (x-axis) and profit(y-axis) graph (positive correlation)

The points are tightly clustered along diagonal line, indicating that as a movie's Total Gross increases, its profit almost always increases at a predictable rate. Hence increase in total gross of budget leads to increase in the profit.



Correlation between Profit (x-axis) and Production budget(y-axis) df2graph (Weak Negative Correlation)

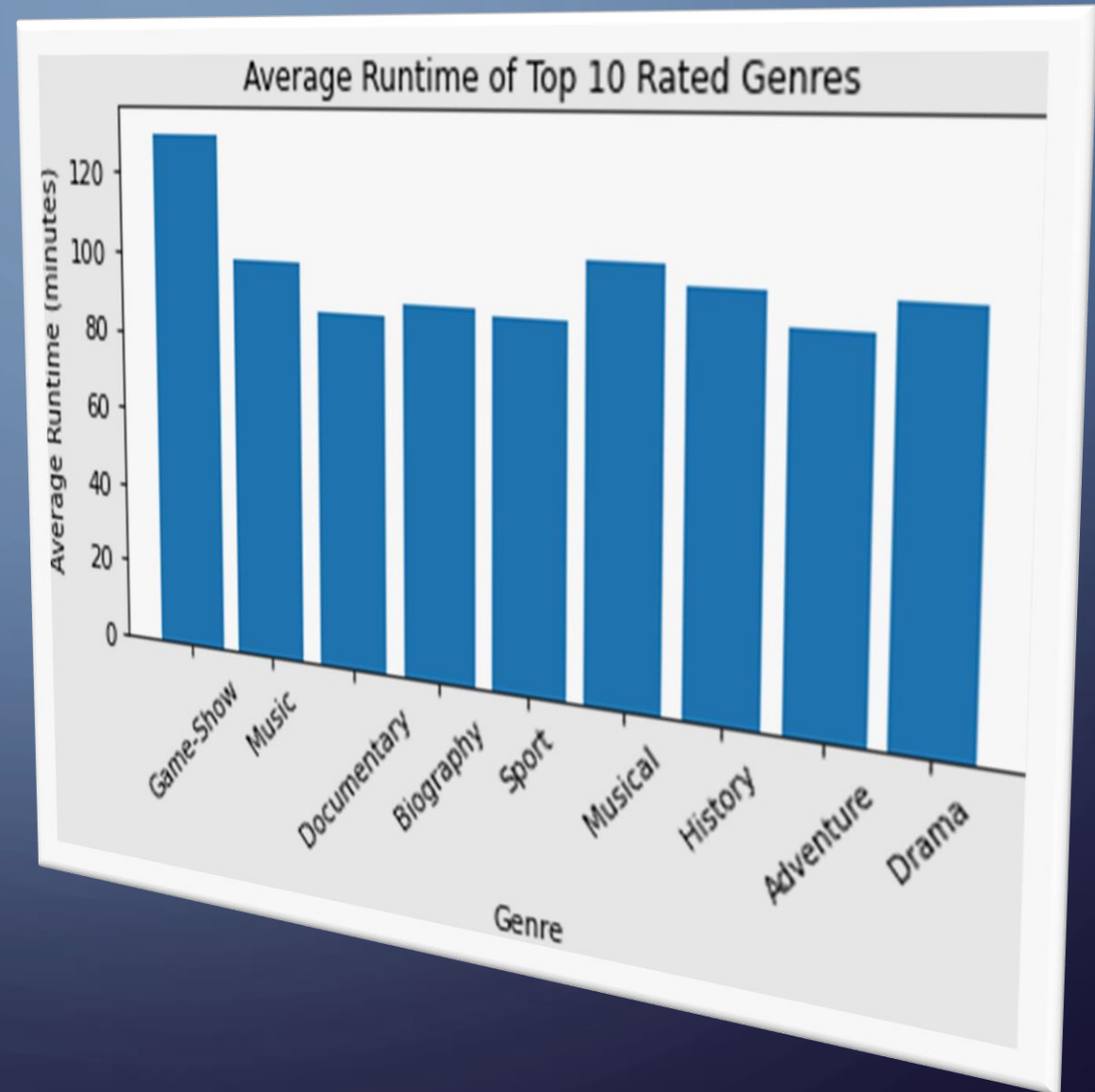
The production budget has a weak negative correlation with profit. Splurging on production does not necessarily translate to making profits. Hence, we need to balance the cost of production with the quality of film produced i.e. a better storyline over a very expensive set for instance.



Movie Genres(x-axis) vs Average Runtime (y-axis)

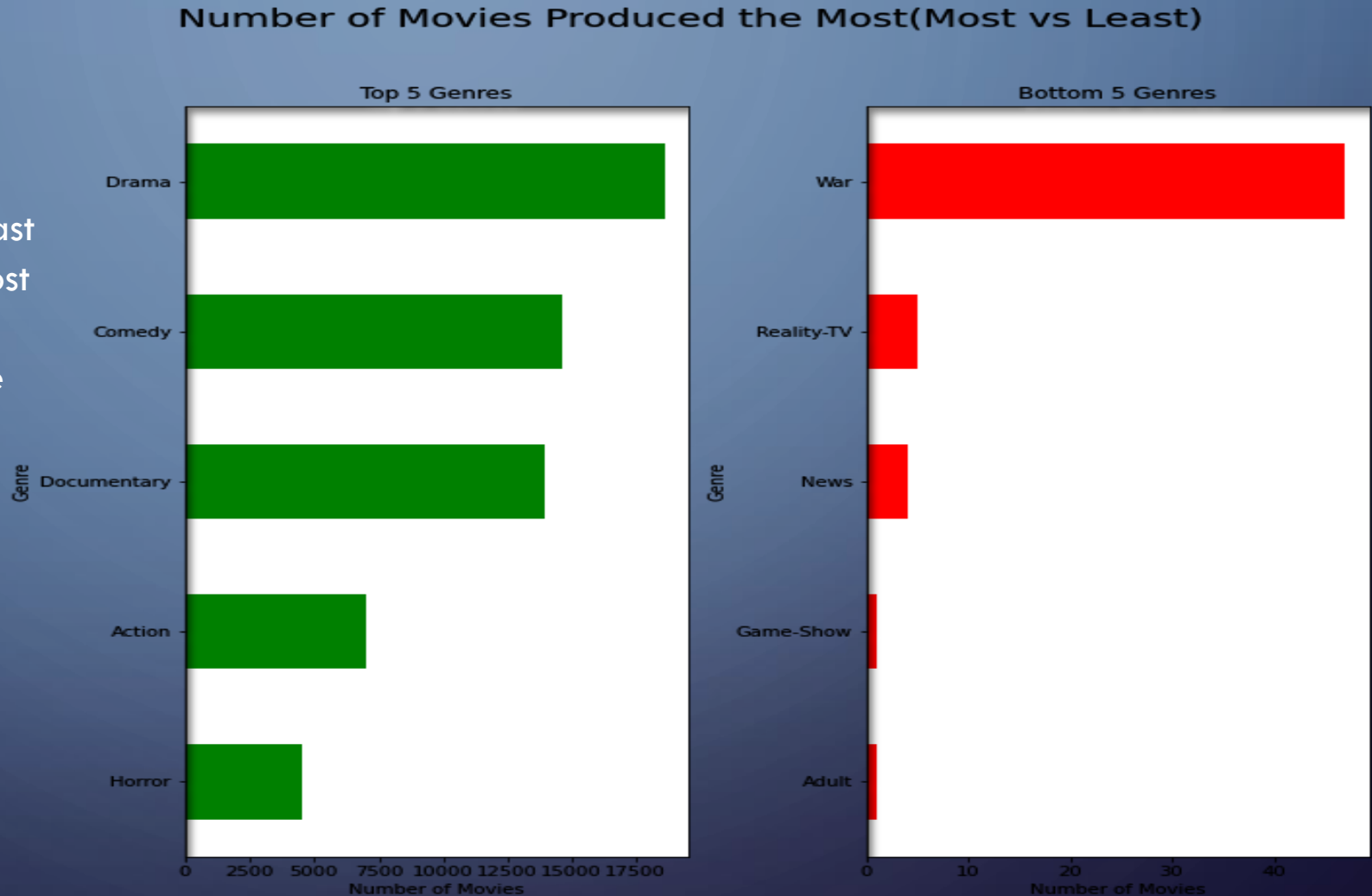
This graph compares how long movies typically last across high-rated categories of genres;

- Games-show movies have the longest average runtime significantly exceeding 120 minutes.
- The standard : most top-rated genres like music, musical history and drama are consistently around the 90-100minute mark.
- The shortest :documentary, sport and adventure tend to have the shortest average runtime among the top categories staying slightly below 90 minutes.

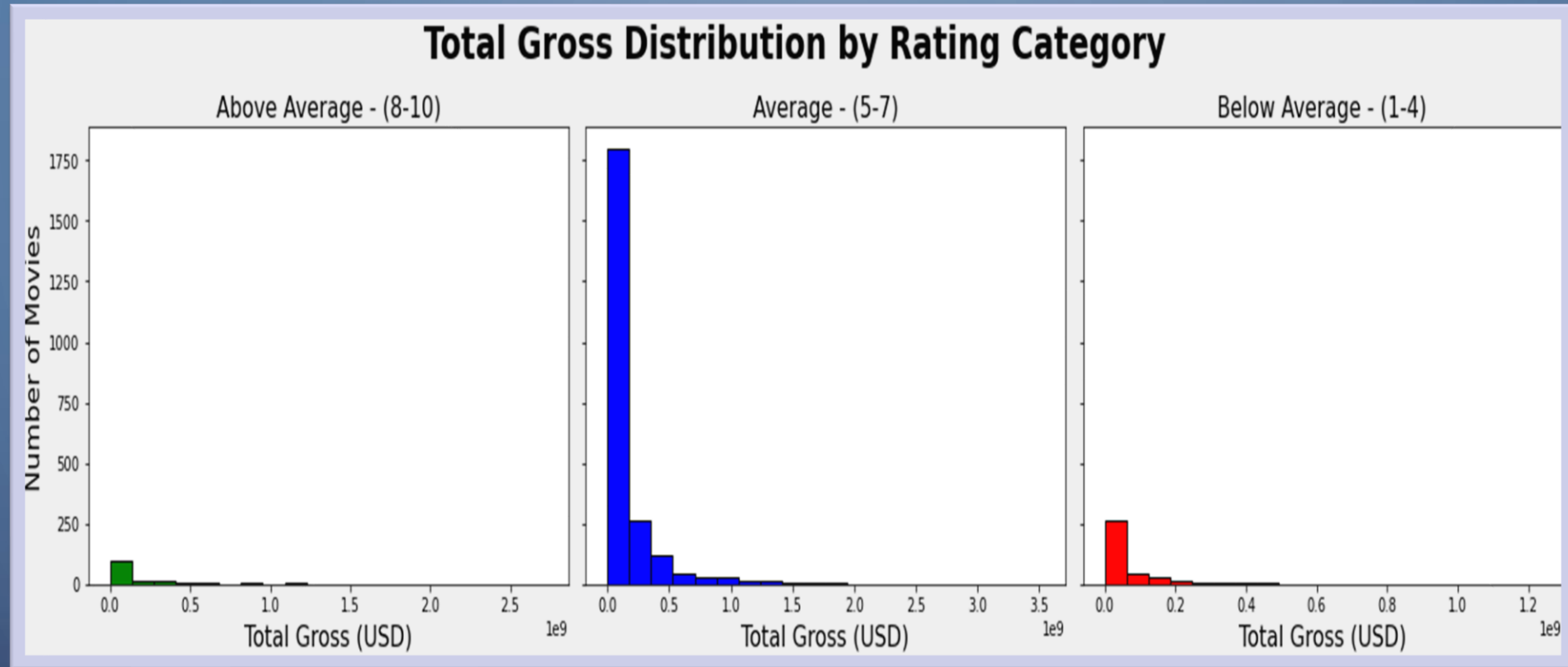


Number of movies produced the most and least graph

This graph compares the most produced genres against the least produced ones. Drama is the most produced genre, followed by comedy and documentary, while war leads the least produced genre, together with reality TV, news, game shows, and adult at the bottom 5.

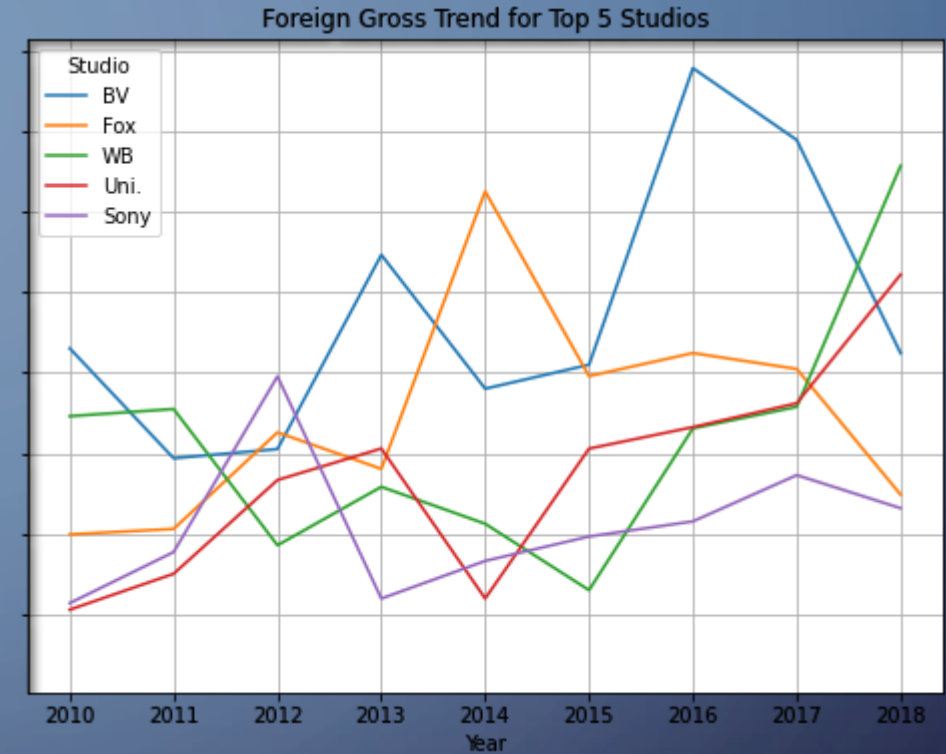
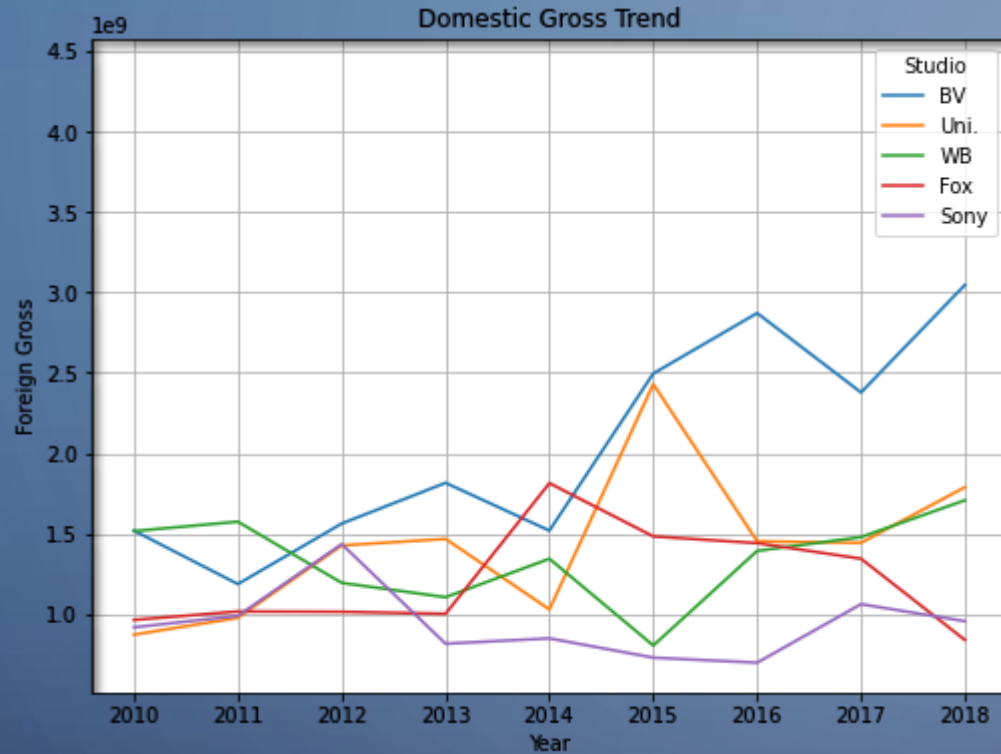


Number of movies against Total Gross Distribution graph



This graph explains the financial reality of the movie ratings. Where the average (5-7) is where most movies produced fall under and are rated the most, while above average (8-10) are rare—there are fewer movies produced, leading to less earnings—and below average (1-4) earn the least since the movies are heavily skewed toward the zero-dollar mark, hence showing they rarely become financial successes.

Market trend graphs



The graphs above show market trends on how different types of studios perform in different years on different grosses. Like for BV studio shows, a strong, overall upward trend, particularly in foreign gross, where it peaked significantly around 2016. Other studios like Sony and Fox show much more up-and-down performances, indicating their revenue is more dependent on specific hit releases rather than a consistent year.

The background is a dark blue gradient. In the corners, there are white line art designs resembling circuit boards or neural networks, with lines and small circles connecting them.

THE END

THANK YOU