

# Movie Business Analysis

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## Introduction

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- Microsoft seeks to enter the movie production industry
- The company wants to create a new movie studio

### 3 Business context

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- There are various players in the movie business industry
- The goal is to:
  - Understand the competition posed by these players
  - The industry trend
  - Types of movies to produce

## 4 Data

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- This analysis utilized data from:
- [Box Office Mojo](#)
- [IMDB](#)

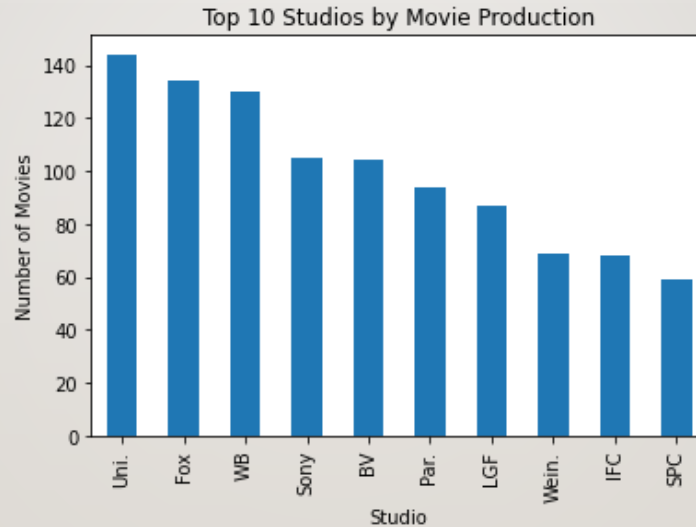
## 5 Process Steps

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- Data cleaning
- Exploratory data analysis
- Conclusions

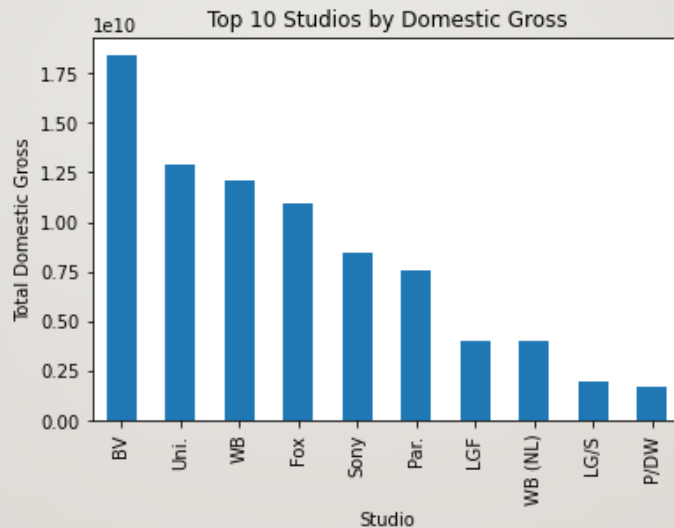
## 6 Largest studios by movie production

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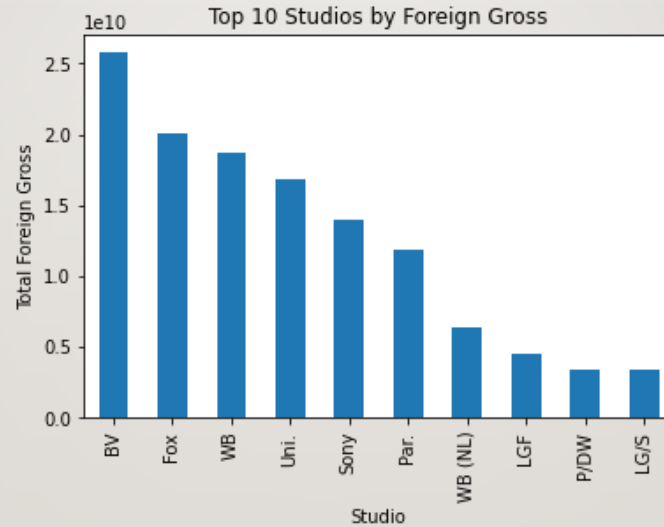
## 7 Highest domestic grossing studios

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## 8 Highest foreign-grossing studios

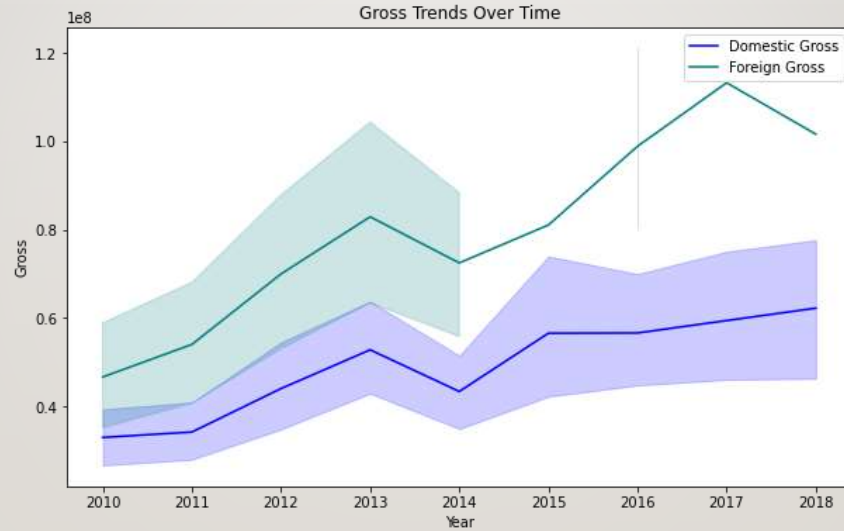
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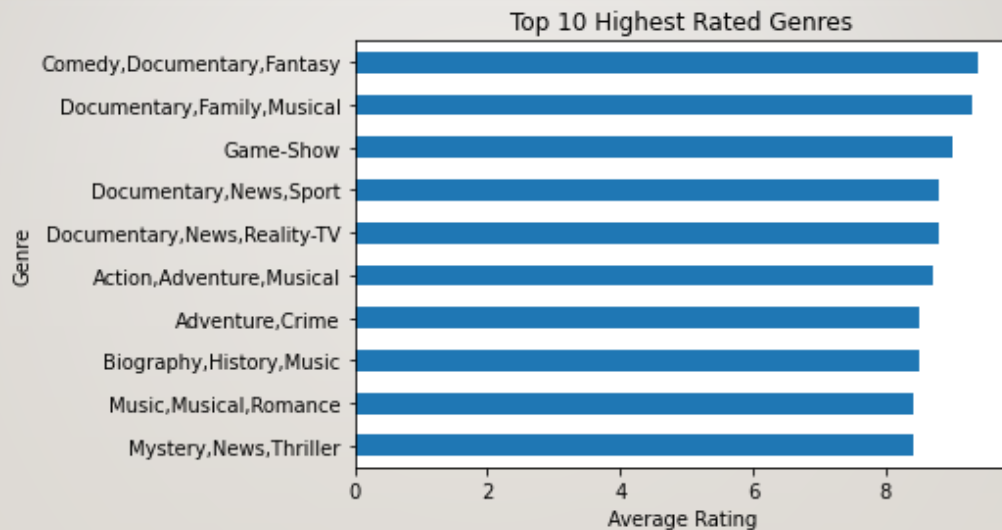
## 9 Grossing trend

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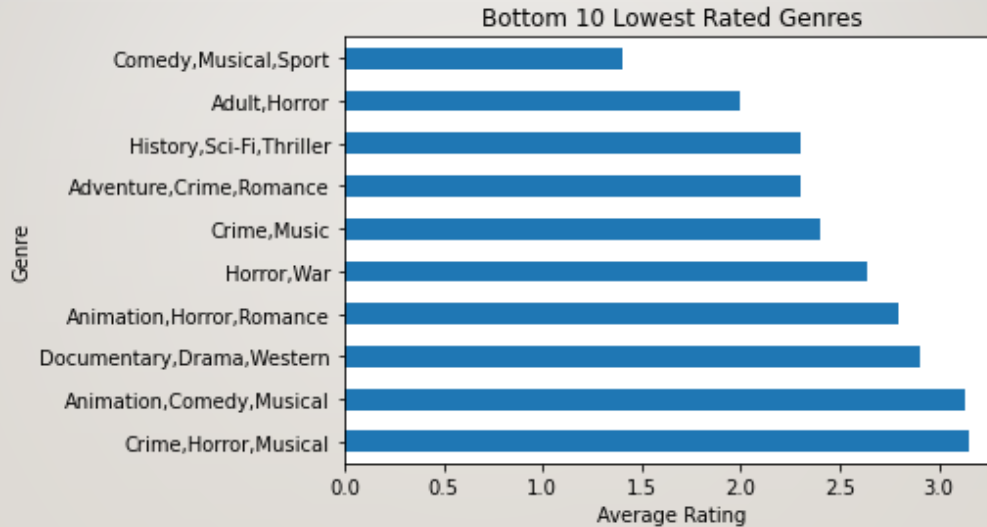
## 10 Highest rated genres

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## || Lowest rated genres

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## 12 Conclusion

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- The top-grossing studios in domestic and foreign markets will likely pose the fiercest competition to Microsoft
- The overall grossing trend indicates a bullish outlook, hence Microsoft will worry less about shocks from the industry
- Top-rated genres are a good indication of the type of movies Microsoft should produce
- However, the analysis did not establish a relationship between genre rating and genre grossing

## 13 Recommendations

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- An improved analysis will comprise:
  - More data encompassing the 2009 housing crisis and the COVID-19 pandemic
  - Conducting statistical tests
    - It will provide insight into the relationship between genre rating and genre-grossing
  - Time series analysis
    - To provide a better insight into grossing trend

## 14 Contact information

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