microsoft-10-K-2024-07-30-Financial_Report - INTANGIBLE ASSETS (Tables)

INTANGIBLE ASSETS (Tables)	12 Months Ended
	Jun. 30, 2024
Goodwill and Intangible Assets Disclosure [Abstract]	
	The components of intangible assets, all of which are finite-lived, were as follows:
	(In millions) Gross Accumulated Net Carrying Gross Accumulated Net Carrying
	June 30, 2024 2023
	Marketing-related \$ 16,500 \$ (3,101) \$ 13,399 \$ 4,935 \$ (2,473) \$ 2,462
	Technology-based 21,913 (10,741) 11,172 11,245 (7,589) 3,656
	Customer-related 6,038 (3,051) 2,987 7,281 (4,047) 3,234
	Contract-based 58 (19) 39 29 (15) 14
	Total \$ 44,509 (a) \$ (16,912) \$ 27,597 \$ 23,490 \$ (14,124) \$ 9,366
Finite-Lived Intangible Assets	(a) Includes intangible assets of \$ 22.0 billion related to Activision Blizzard. See Note 8 – Business Combinations for further information.
	The components of intangible assets acquired during the periods presented were as follows:
	(In millions) Amount Weighted Average Life Amount Weighted Average Life
	Year Ended June 30, 2024 2023
	Marketing-related \$ 11,619 24 years \$ 7 5 years
	Technology-based 10,947 4 years 522 7 years
	Customer-related 660 4 years 0 0 years
	Contract-based 38 4 years 12 3 years
Acquired Intangible Assets	Total \$ 23,264 14 years \$ 541 6 years
	The following table outlines the estimated future amortization expense related to intangible assets held as of June 30, 2024:
	(In millions)
	Year Ending June 30,
	2025 \$ 5,892
	2026 4,471
	2027 2,793
	2028 1,909
	2029 1,728
	Thereafter 10,804
Estimated Future Amortization Expense Related to Intangible Assets	Total \$ 27,597