# MICROSOFT IN THE MOVIE BUSINESS

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#### **SUMMARY**

- This project provides insight on the prospects of Microsoft entering the movie making business. It also addresses the following key questions:
  - Estimate budget/expenditure for a successful investment
  - Establish a franchise for making profits on sequels
  - Production budget and viewer satisfaction
  - Identify the genre that has the highest gross
  - Advisory casting choices

### **OUTLINE**

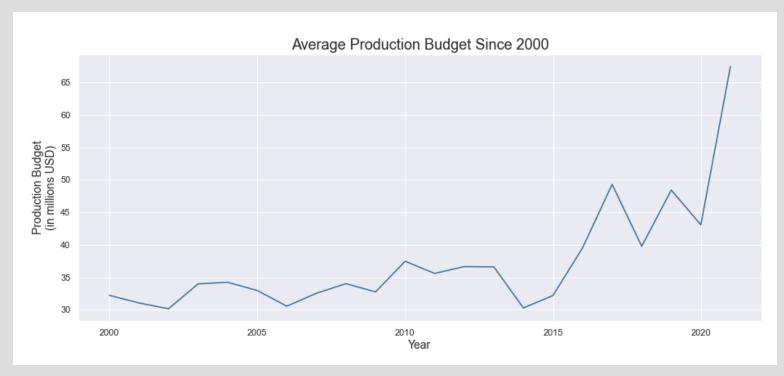
- BUSINESS PROBLEM
- DATA AND METHODS
- RESULTS
- CONCLUSIONS

#### **BUSINESS PROBLEM**

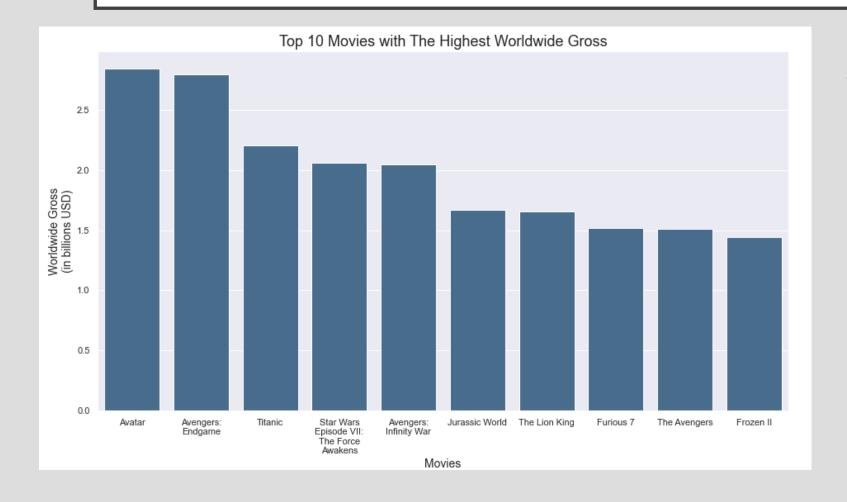
- Exploration of movie making business
- Production budget estimation
- Create engaging movies and sequels with higher rating
- Lucrative genre
- Casting and directing

#### DATA AND METHODS

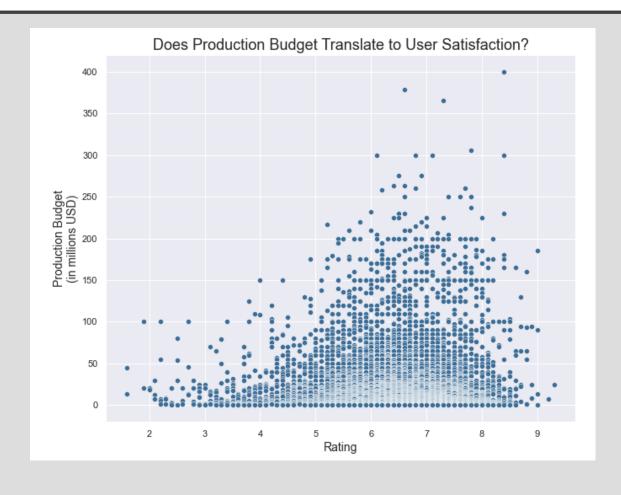
- Production budget, domestic and worldwide gross of over 6,000 movie titles from The-Numbers.com
- Additional information such as rating, release year, cast and crew taken from IMDb



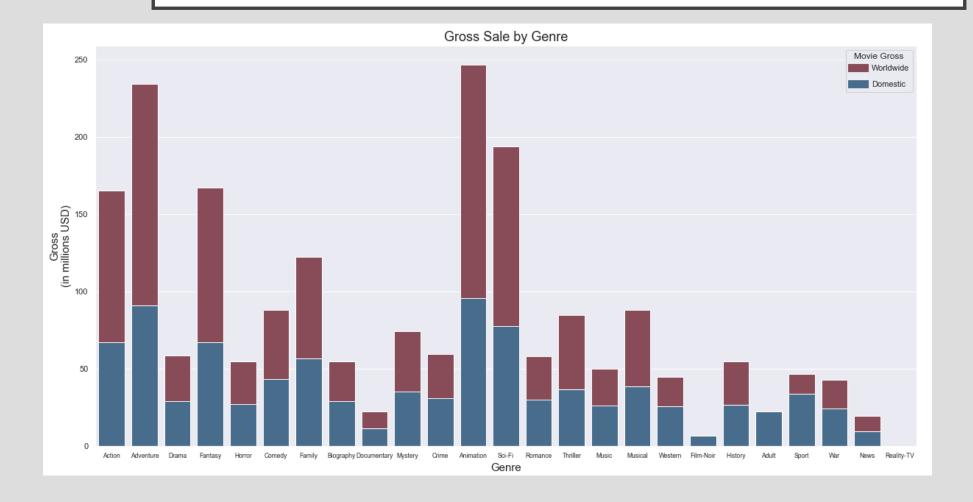
Budget increase over the last 20 years



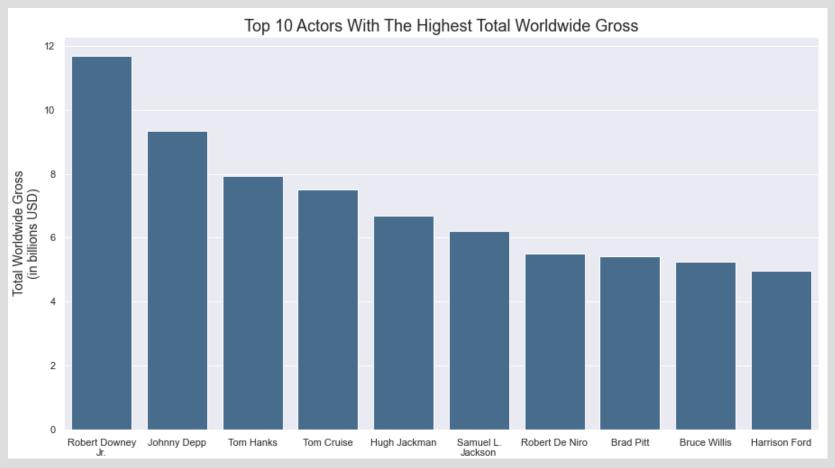
Franchises and sequels earn more



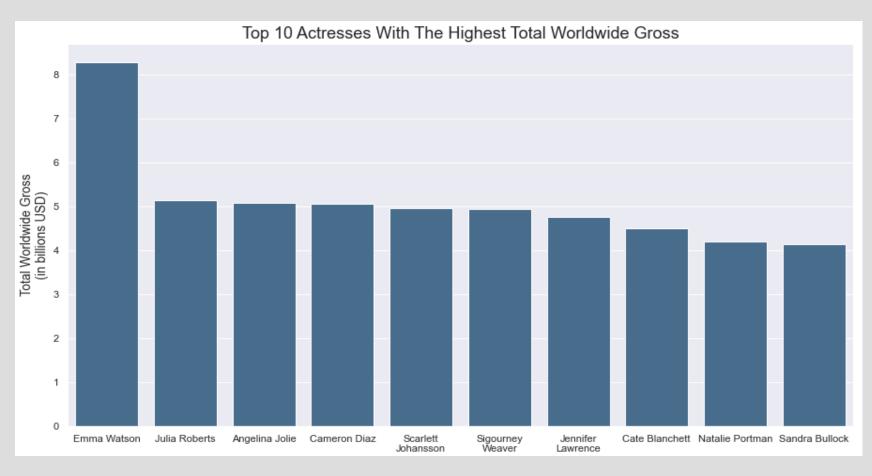
 Audience appreciate high production values



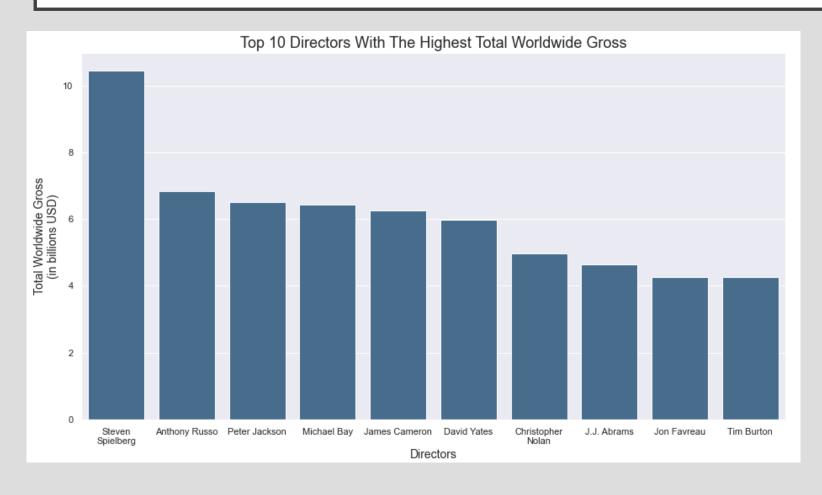
 Animation and adventure gross the highest



 Successful cast have specific roles in a franchise



 Successful cast have specific roles in a franchise



 Involvement of creative directors spikes profit

#### CONCLUSIONS

- New movie franchise requires massive budget, specially since the last couple of years.
- Sequels are generally favored by audience
- Successful franchise development is crucial
- Viewers favorably appreciate the production scale of the project
- Some genres (animation, adventure and sci-fi) earn more profit above all others
- Movies tend to be successful based on the choice of director and cast

#### **NEXT STEPS**

- Identify metrics to predict the success rate of movies
- Gather more data on the companies that distribute the movies
- Include critics' reviews
- Implement sentiment analysis techniques to gather feedback from reviews

## THANK YOU

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