Microsoft Movie Studio Recommendations

Matthew Turner Wayne Harrison Andrew Whitman

Outline

- Business Context
 - Financial Efficiency
 - Online Engagement
- Data and Methods
 - 3 Movie Data Sets
- Recommendations
 - Which genre?
 - When to release?
 - o How long?
- Future Work



Main Takeaway

Making an **animated** film will typically give **50%** lift to your **ROI**.

Business Context

What types of films should the studio create?

Assumptions:

Financial efficiency matters.

ROI > Gross Earnings

ROI = <u>Gross Earnings - Production Budget</u> Production Budget

Community engagement matters.

Having an opinion **> Content** of opinion

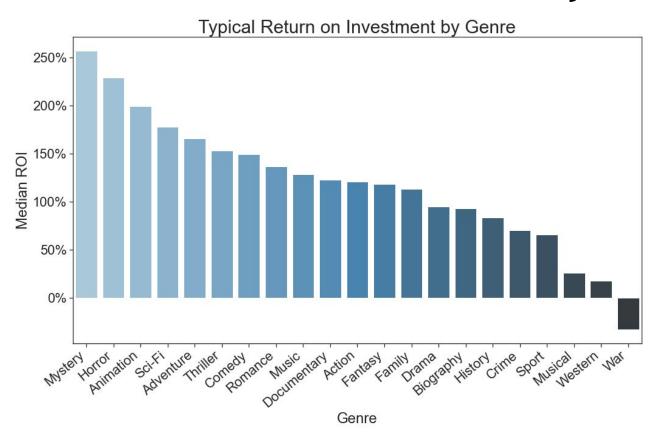
Data and Methods

Data and Methods

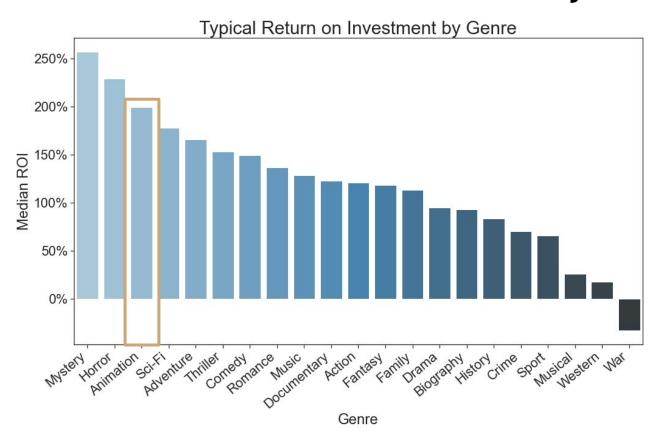
- IMDb -- 70,000+ films
 - Genre
 - Runtime
 - Online Votes
- The Numbers -- 5,500+ films
 - Release Date
 - Gross Earnings
 - Production Budget
- Skewed data -- median > mean

Recommendations

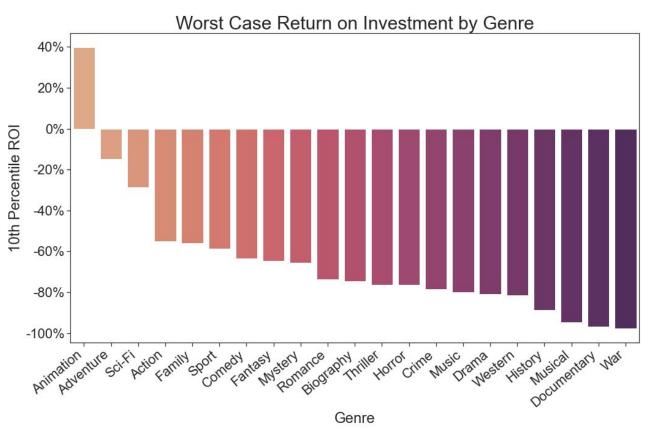
Make an animation to increase ROI by 50%



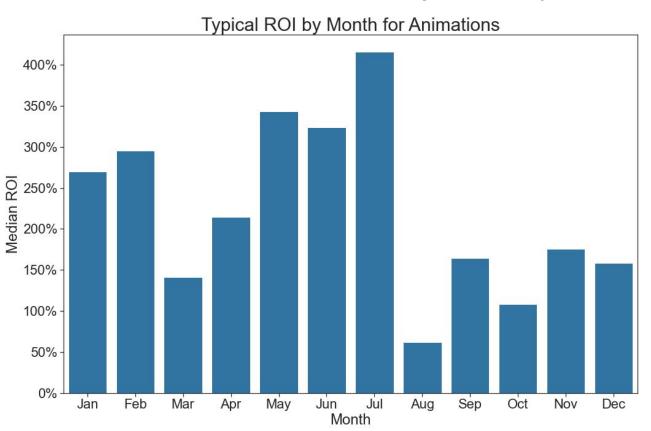
Make an animation to increase ROI by 50%



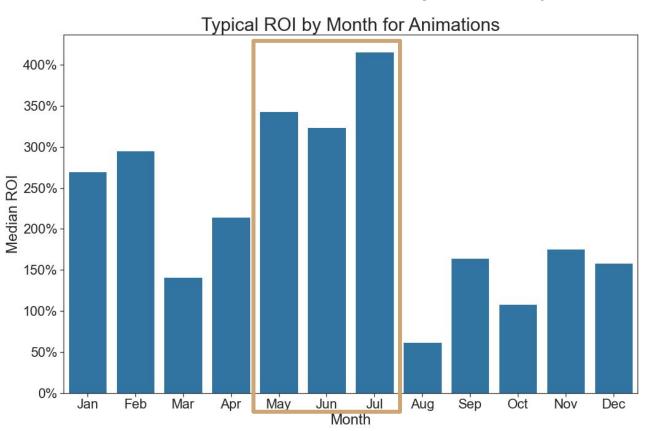
Animations - still profitable!



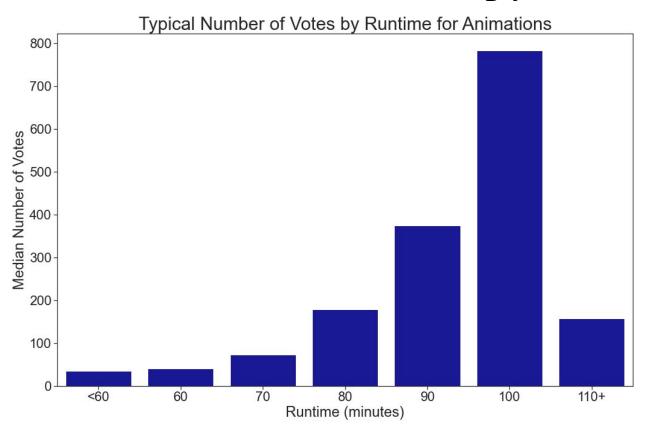
Summer month releases lift ROI by 80%



Summer month releases lift ROI by 80%



Make an animation 100 minutes long for 6.5x reach



Recommendations

- Making an animated film will typically give a 50% increase to your ROI.
- Releasing a film in the early summer lifts ROI by 80%.
- Making an animated film ~100 minute long increases your engagement online by 6.5x.

Future Work

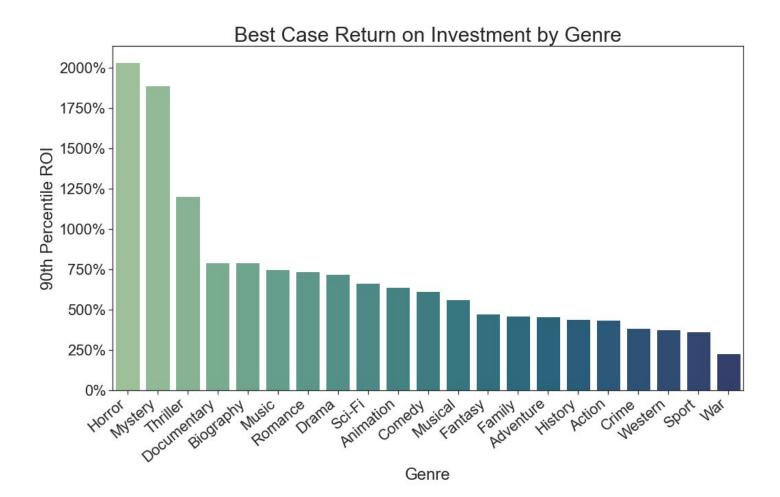
Future Work

- What are the salient features and sub-genres of the best-performing animations?
- Who should you hire to work on an animation?
- Are there other data sources with worthwhile information to integrate with this analysis?

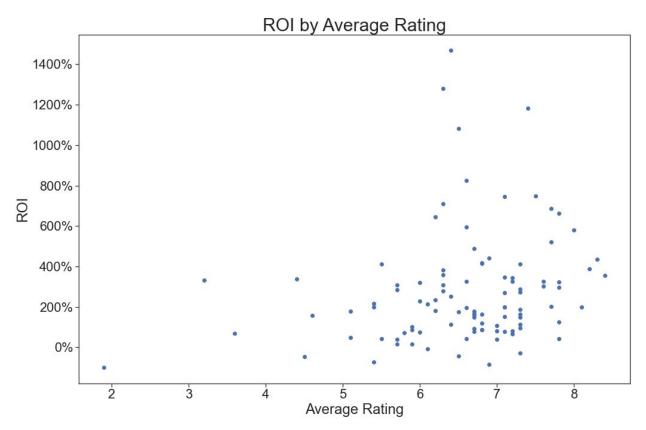
Questions?

https://github.com/austint1121/VenusMovieAnalysis

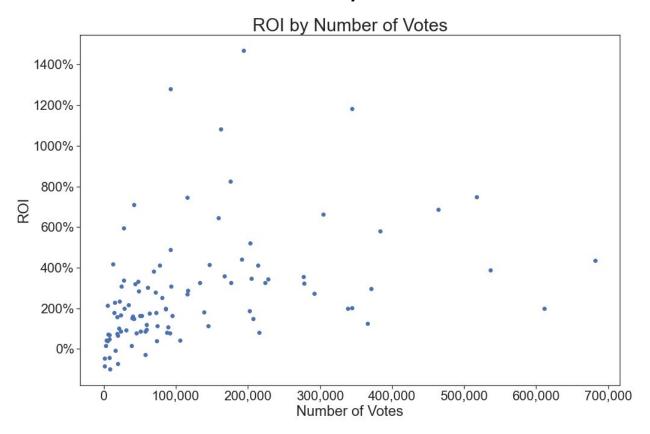
Appendix



Animations: ROI - Average Rating Correlation = 0.21



Animations: ROI - Number of Votes Correlation = 0.39



Animations: Number of Votes Histogram

