



# New Visions: Microsoft Studios

Louis Casanave



Flatiron School  
Phase One Project  
Flex Program

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November 16th, 2021

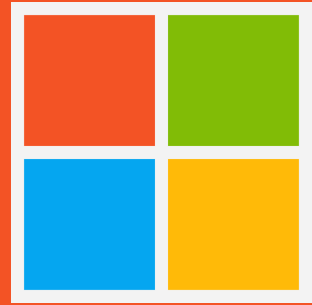
# Outline



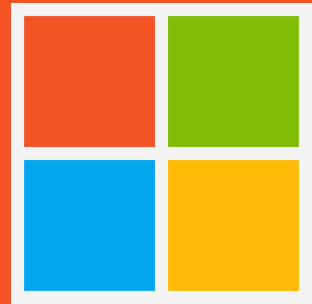
- 1) What is the problem?
- 2) What data did I use?
- 3) What do I recommend?
- 4) What next?

# Problem

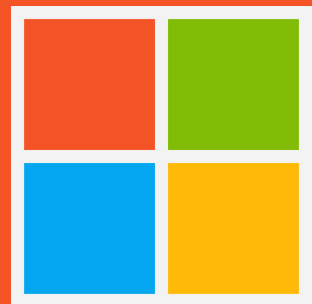
What kinds of films  
would do well?



What genre of film?



When to release?



How long to make  
the film?

# What Data is Relevant?



Only Feature Length Films

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Only Films That Were In  
Theaters

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Net Profit as the Primary Metric  
for Success

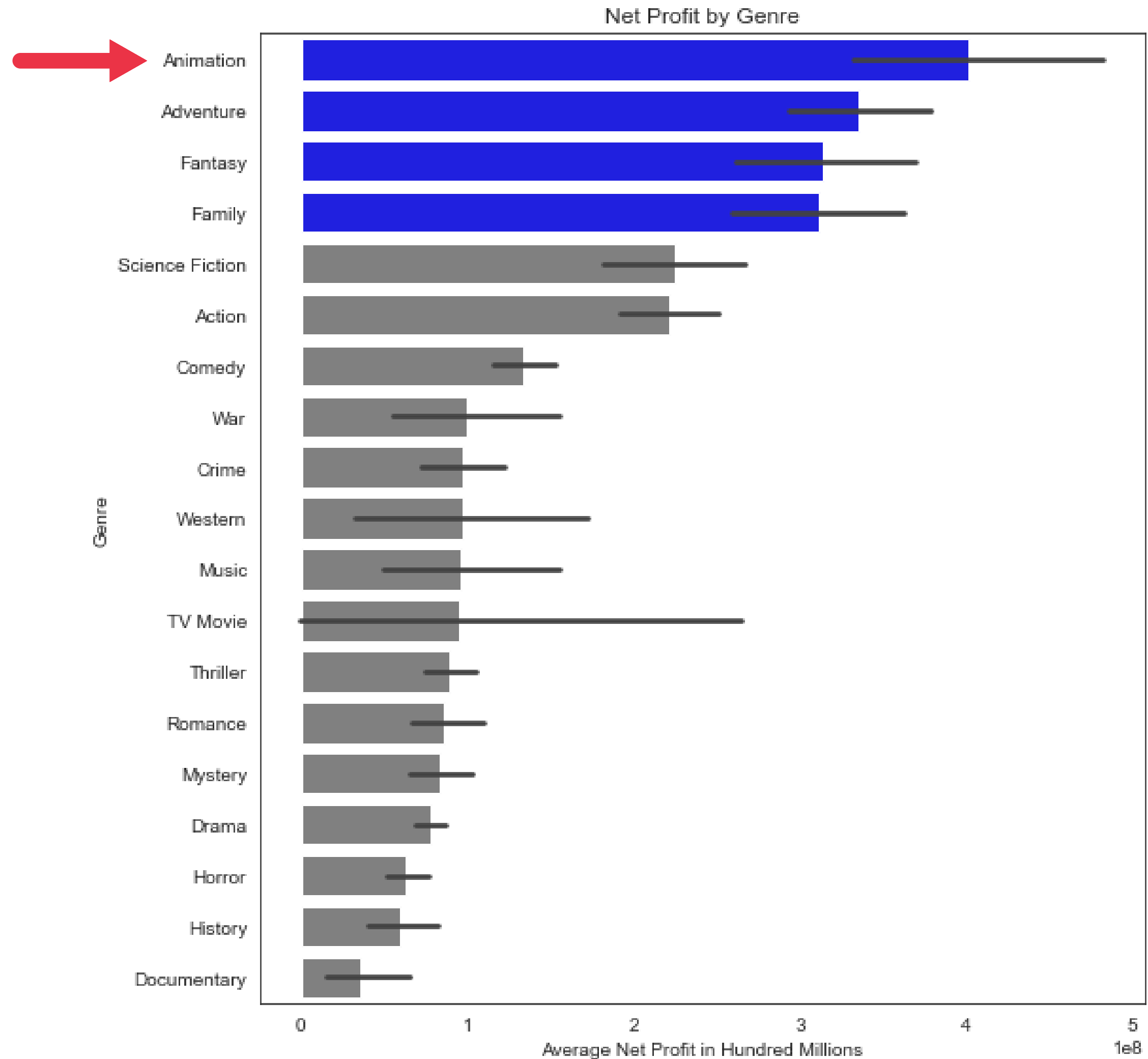
(Net Profit = Total Gross - Production Budget)

# Bias of Analysis

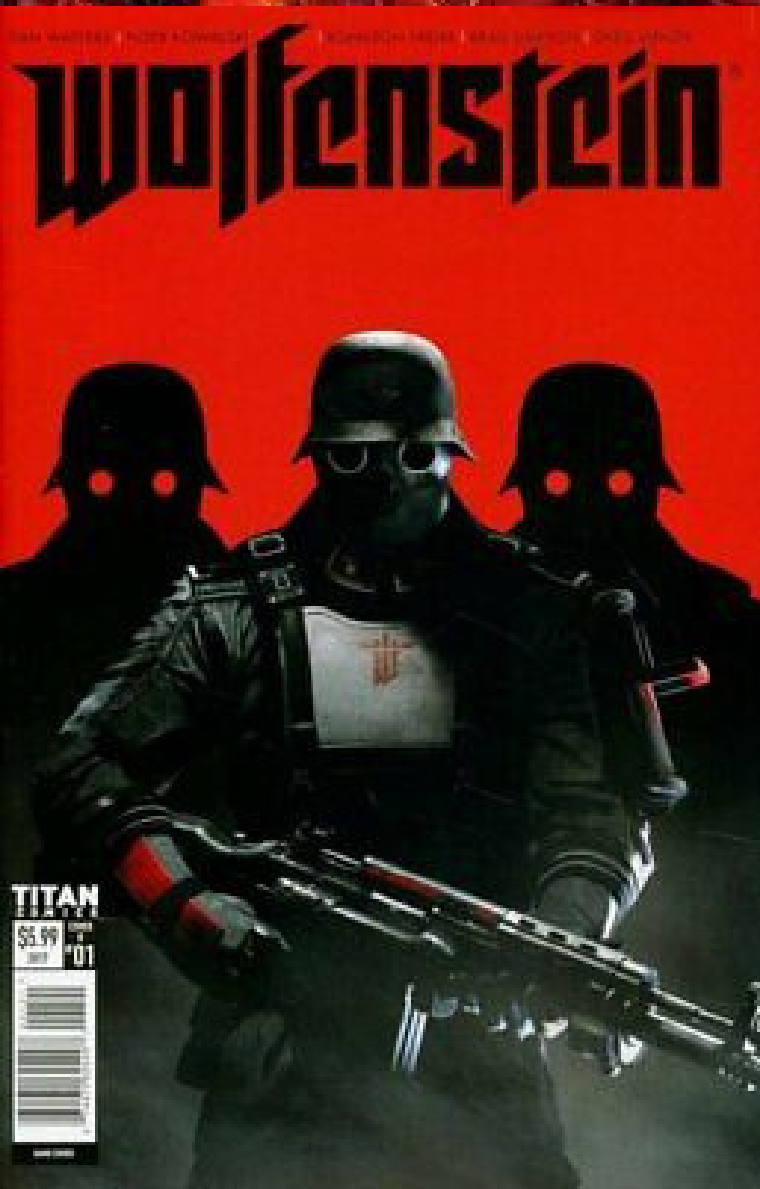
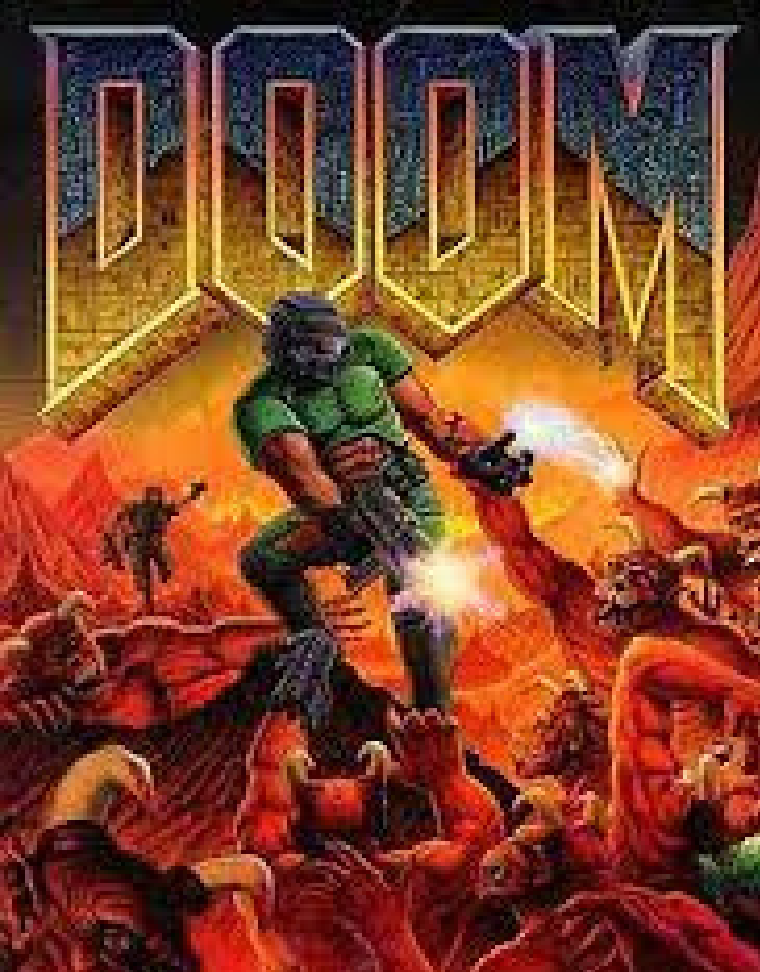
- No modeling
- 2,864 films
- The past is not the future

# Make

- Animation
- Adventure
- Fantasy
- Family

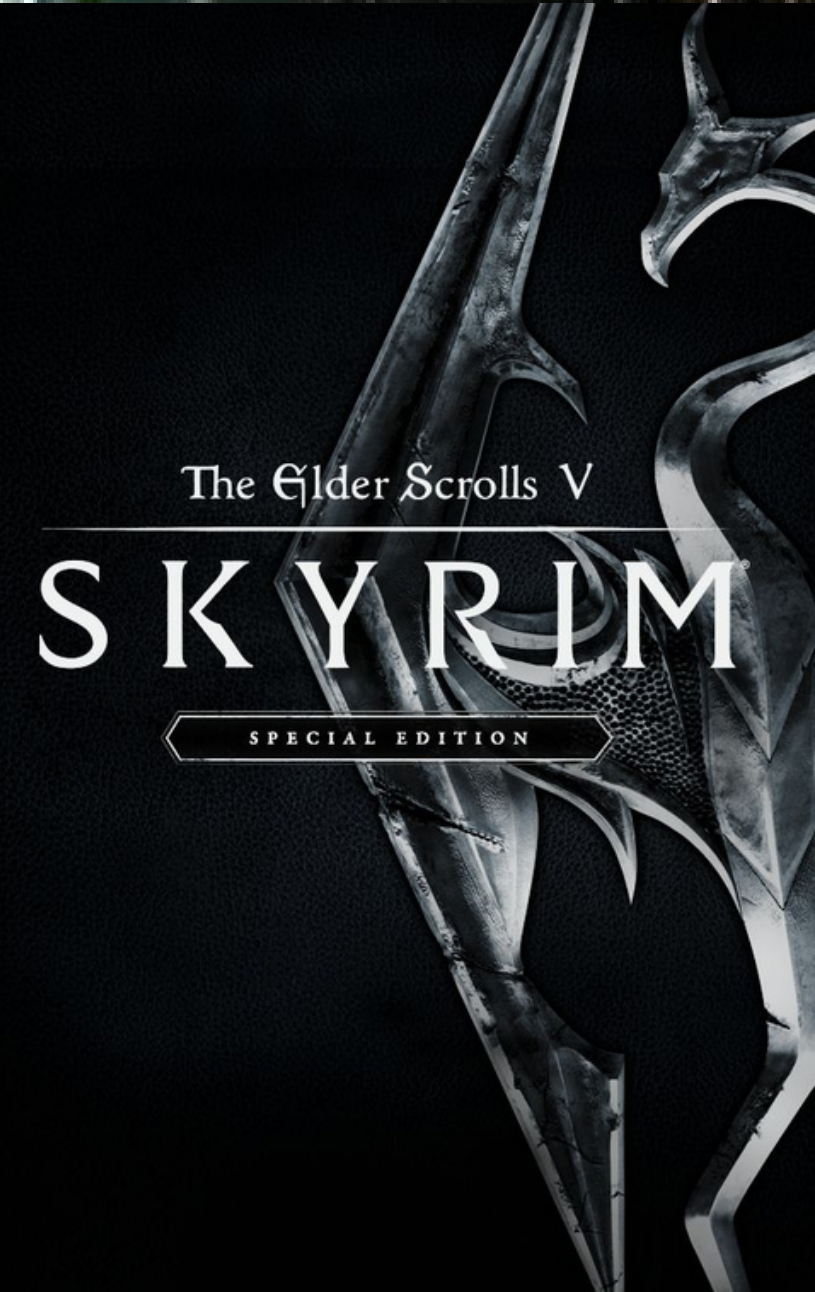






# **Microsoft Acquires** **Bethesda Games in 2020**

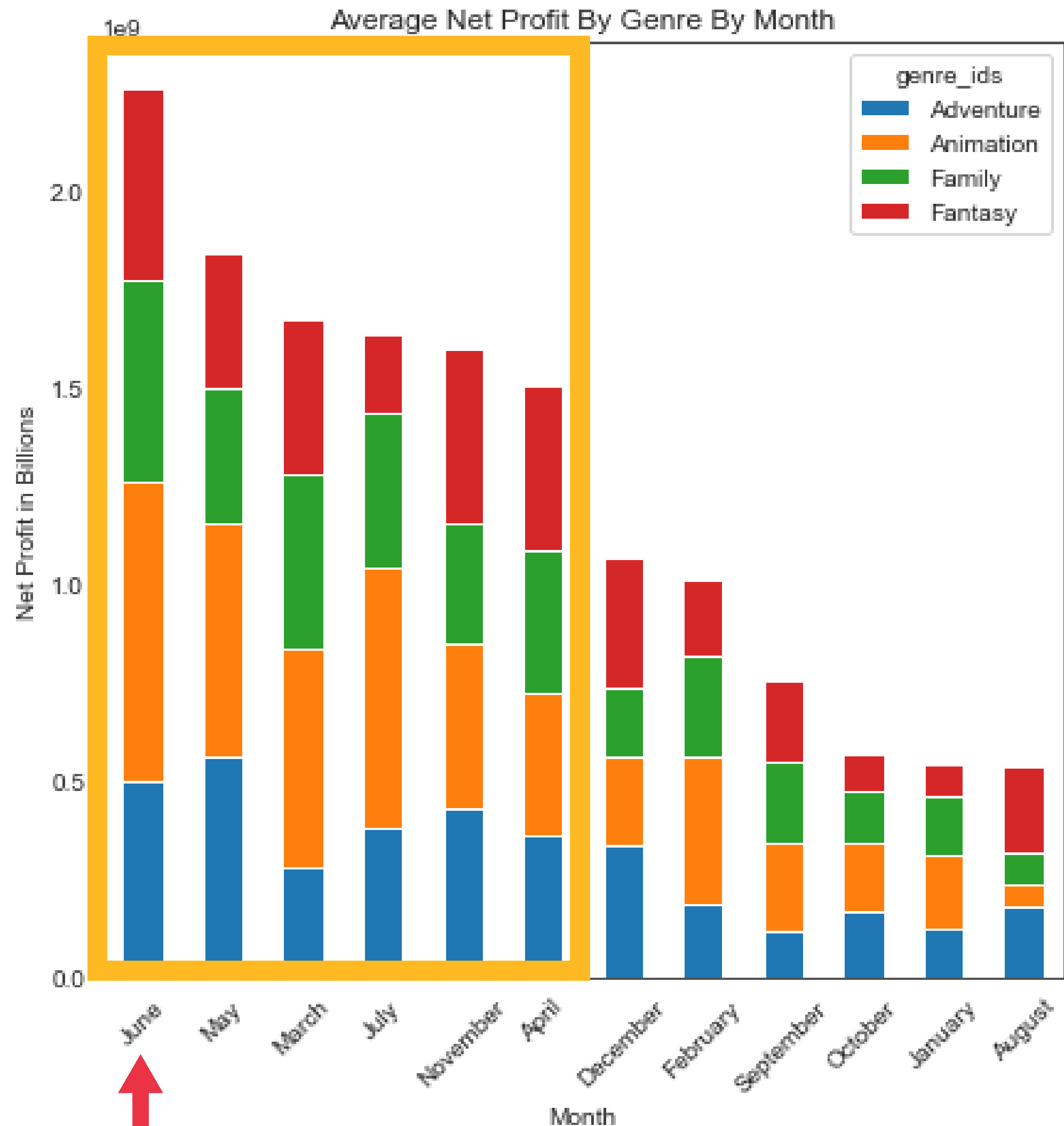
**Fallout 4 G.O.T.Y.**  
GAME OF THE YEAR EDITION






# Release:

- June
- May
- March
- July
- November
- April

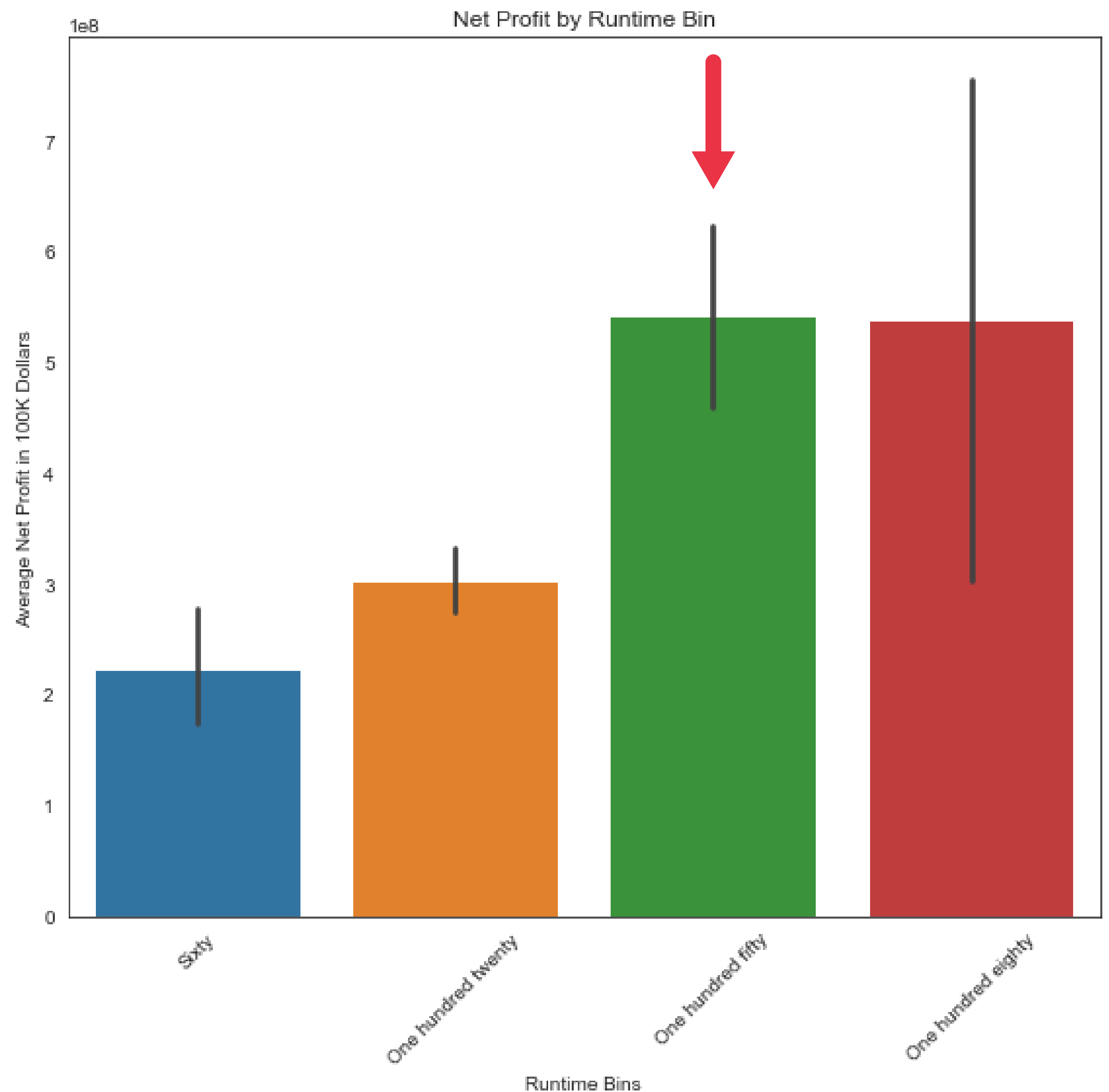




# Runtime:



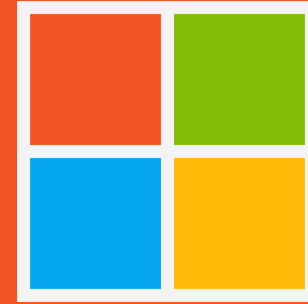
120-150  
minutes  
does best  
consistently



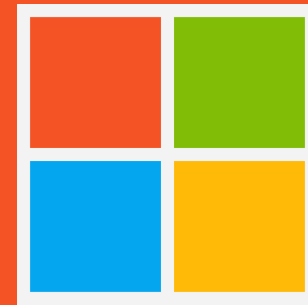
# Future work:

- Critic and popularity ratings
- Which film studios to partner with
- Analysis on creative talent

# In Conclusion



1. Make **Animation, Adventure, Fantasy and Family Films**



2. Release the film in **June, May, March, July, November or April**



3. Make the movie **120-150** minutes

**Q n' A**

**Thank You  
for Your Time**



[linkedin.com/in/louis-  
casanave-78057aa0/t](https://www.linkedin.com/in/louis-casanave-78057aa0/t)



[github.com/casanave](https://github.com/casanave)