



# Microsoft Movie Studios

## Industry Entrance Plan

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## Business Problem

- Microsoft wants to take a dive into the movie industry.
- Identify major stakeholders
- Identify factors of success in the industry



# Goal

- Develop a strategic, well rounded approach to enter the film industry
- Create an optimal business strategy incorporating keys to success



## Approach

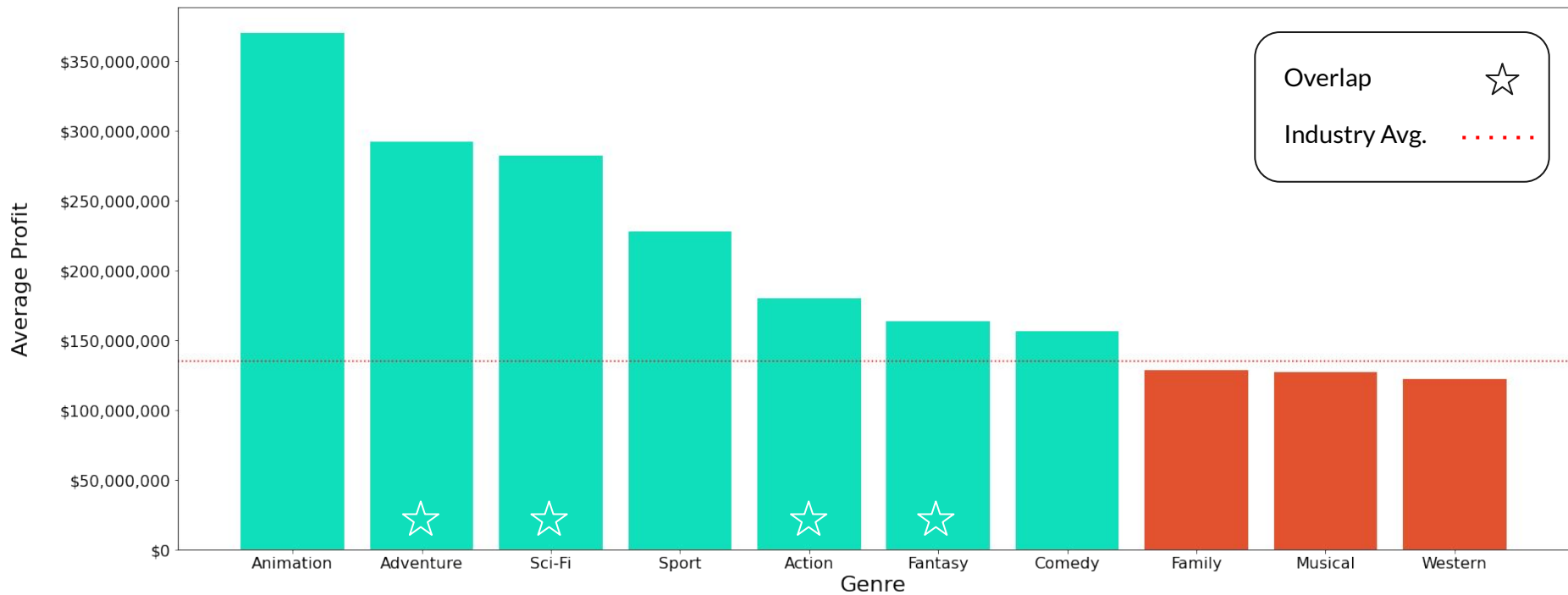
- Present potential partnerships/buyouts
- Evaluate pre-existing industry success
- Use two metrics to measure success
  - Profit
  - Popularity



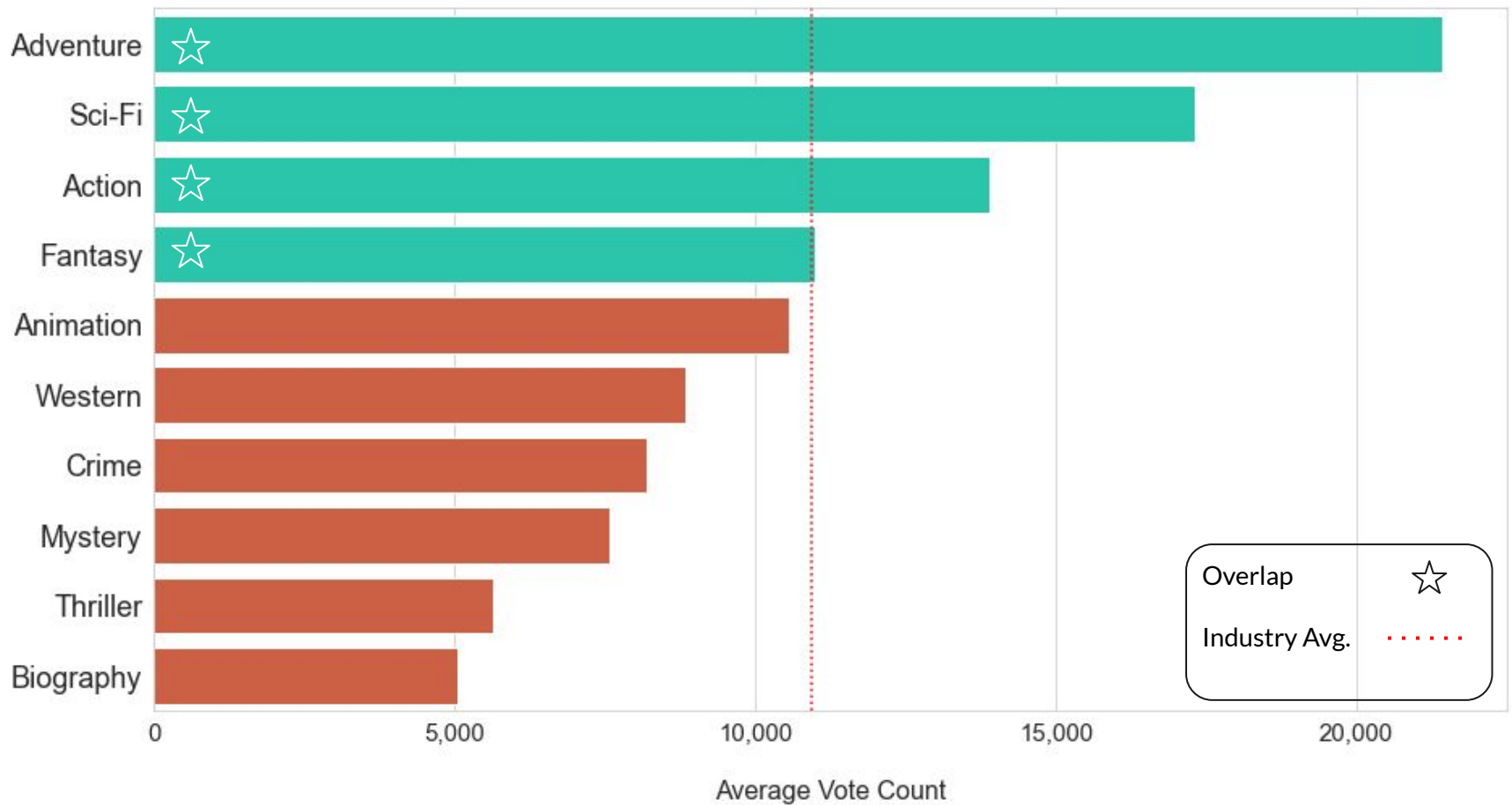
# Genres

- Most profitable per movie
- Most popular per movie
- Most movies have a combo

## Top Ten Most Profitable Genres (worldwide)



# Popular Genres



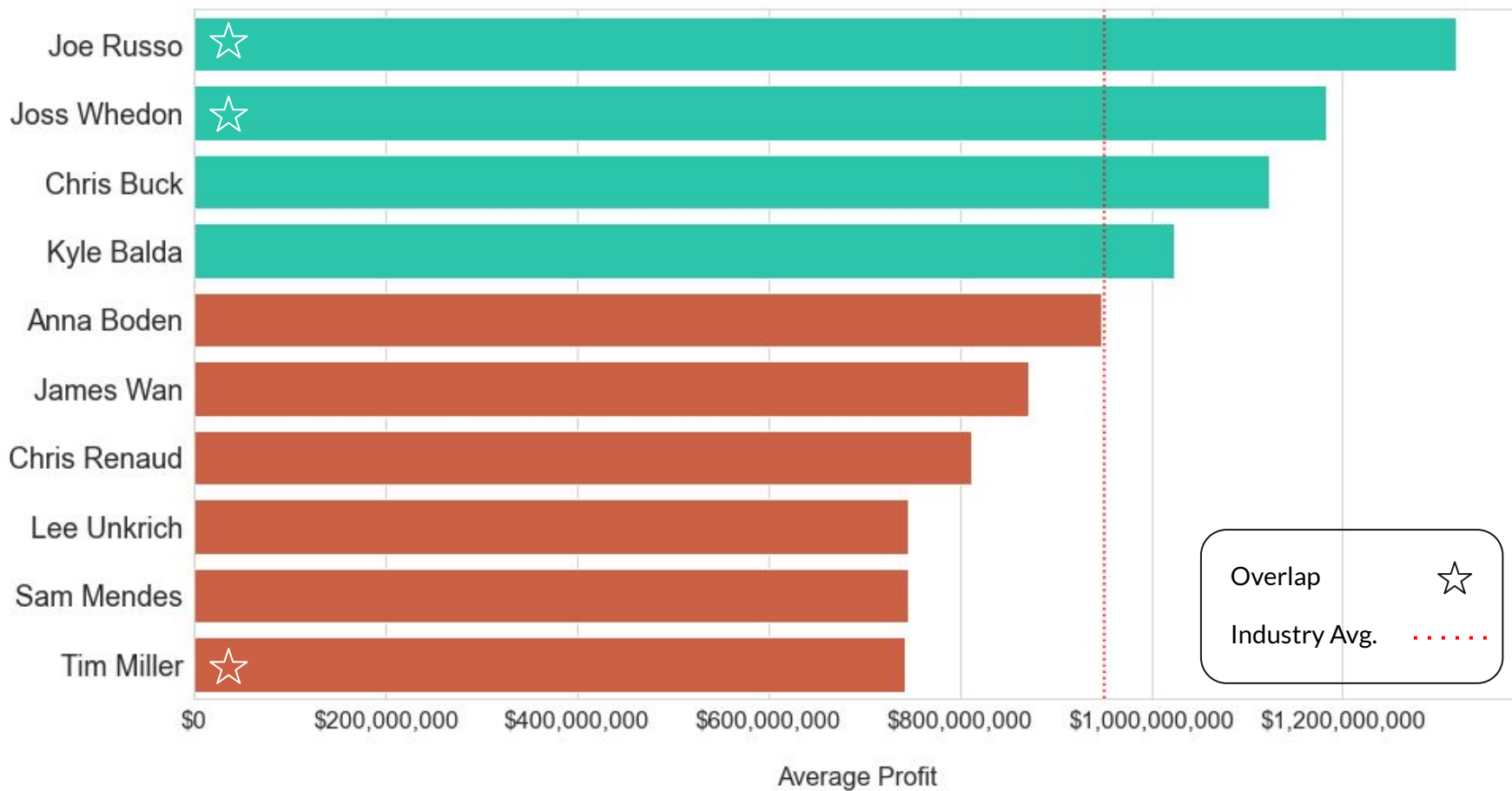


# Directors

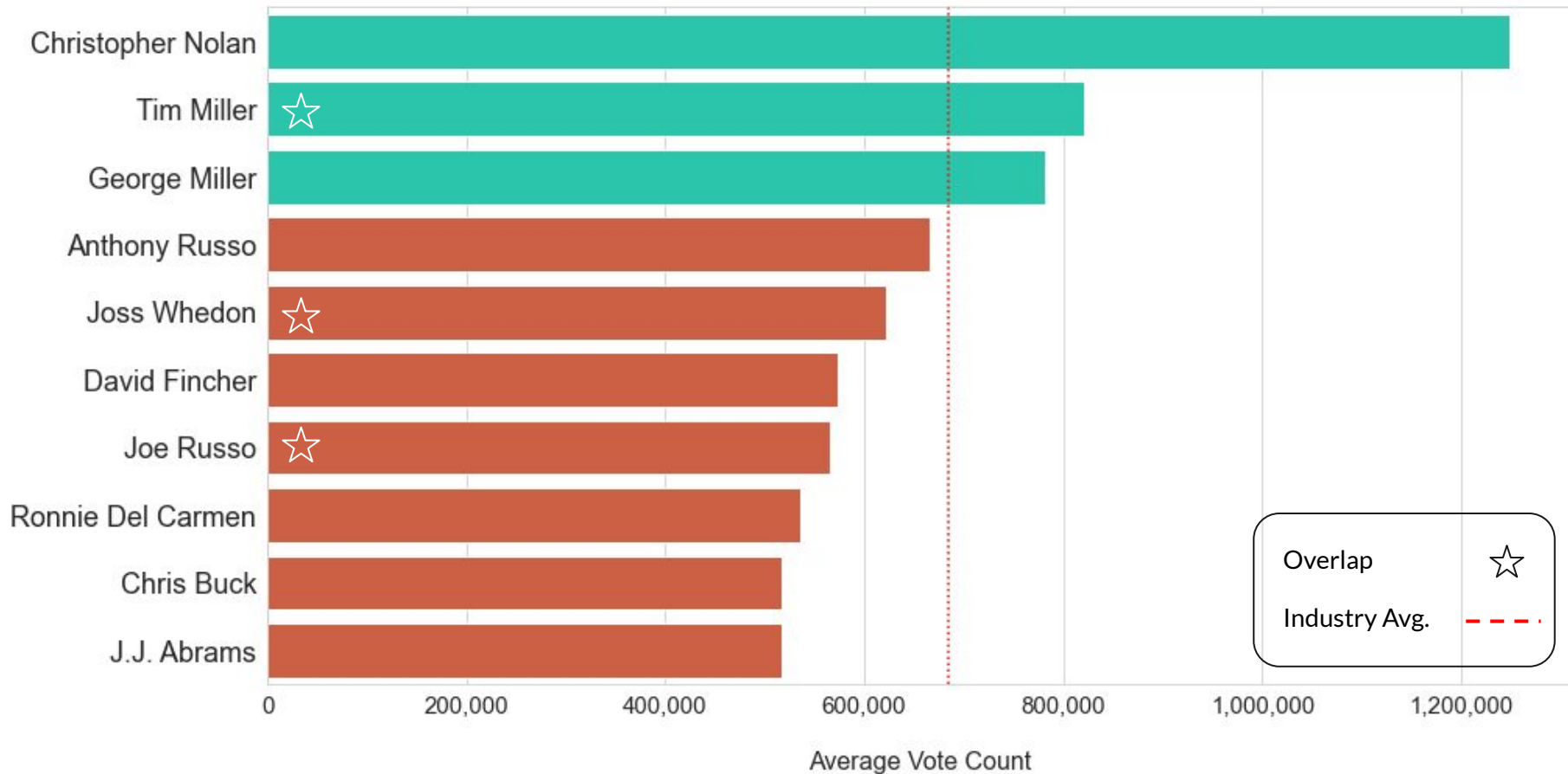
- Most profitable vs. popular
- Impact of production budget



# Profitable Directors



## Popular Directors

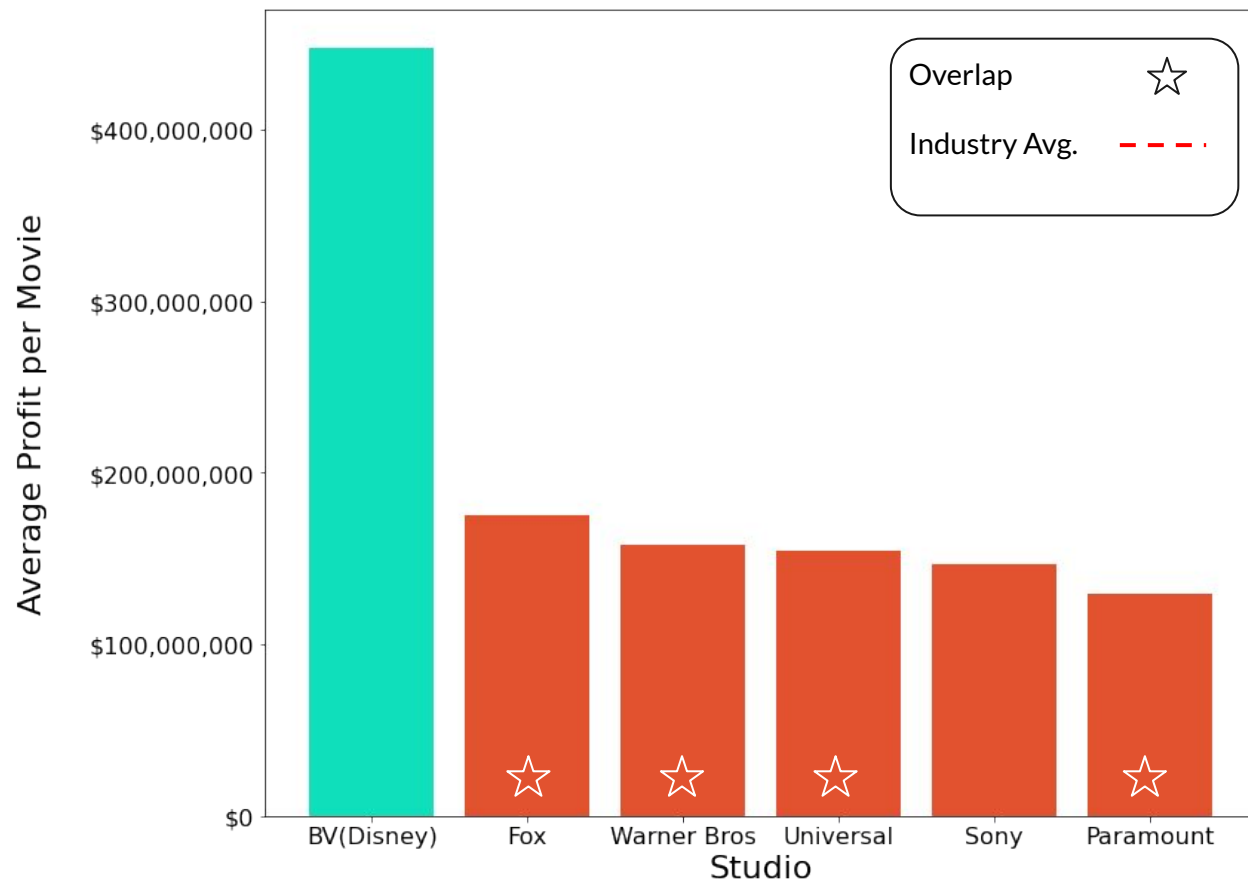




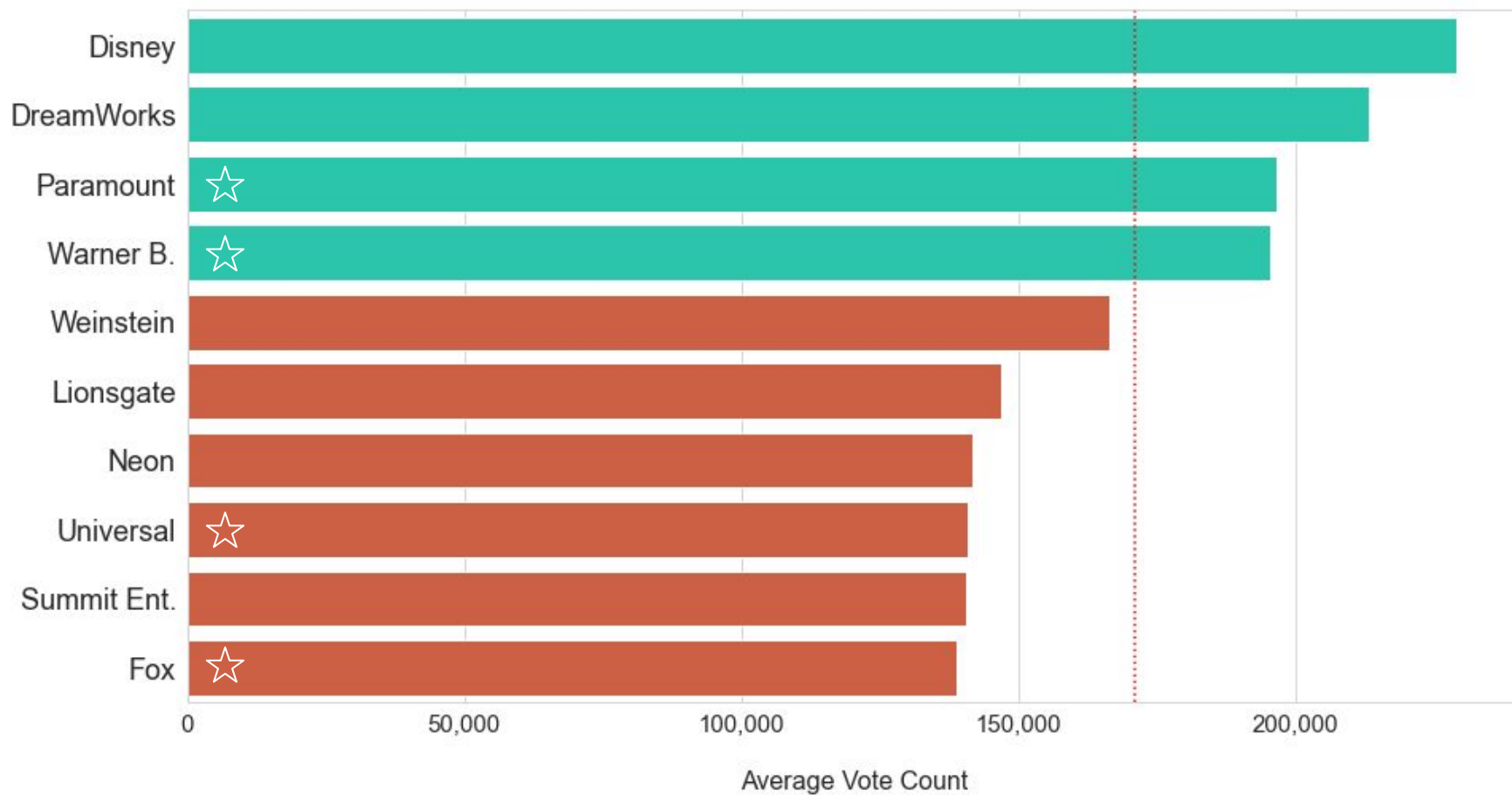
# Studios

- Most profitable per movie produced
- Most popular per movie produced
- Disney domination

## Six Most Profitable Established Studios (> 100 films)



## Popular Studios

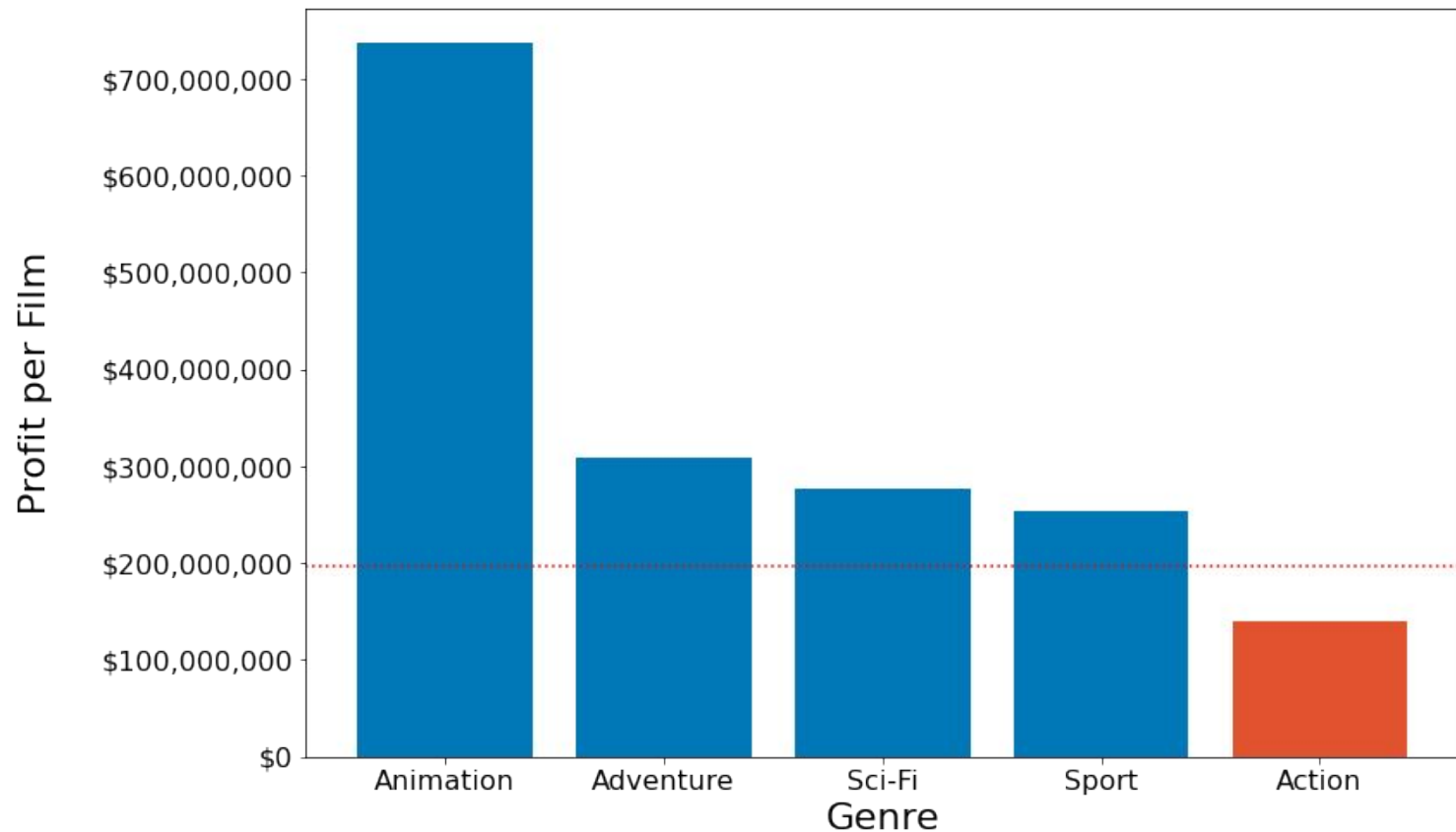




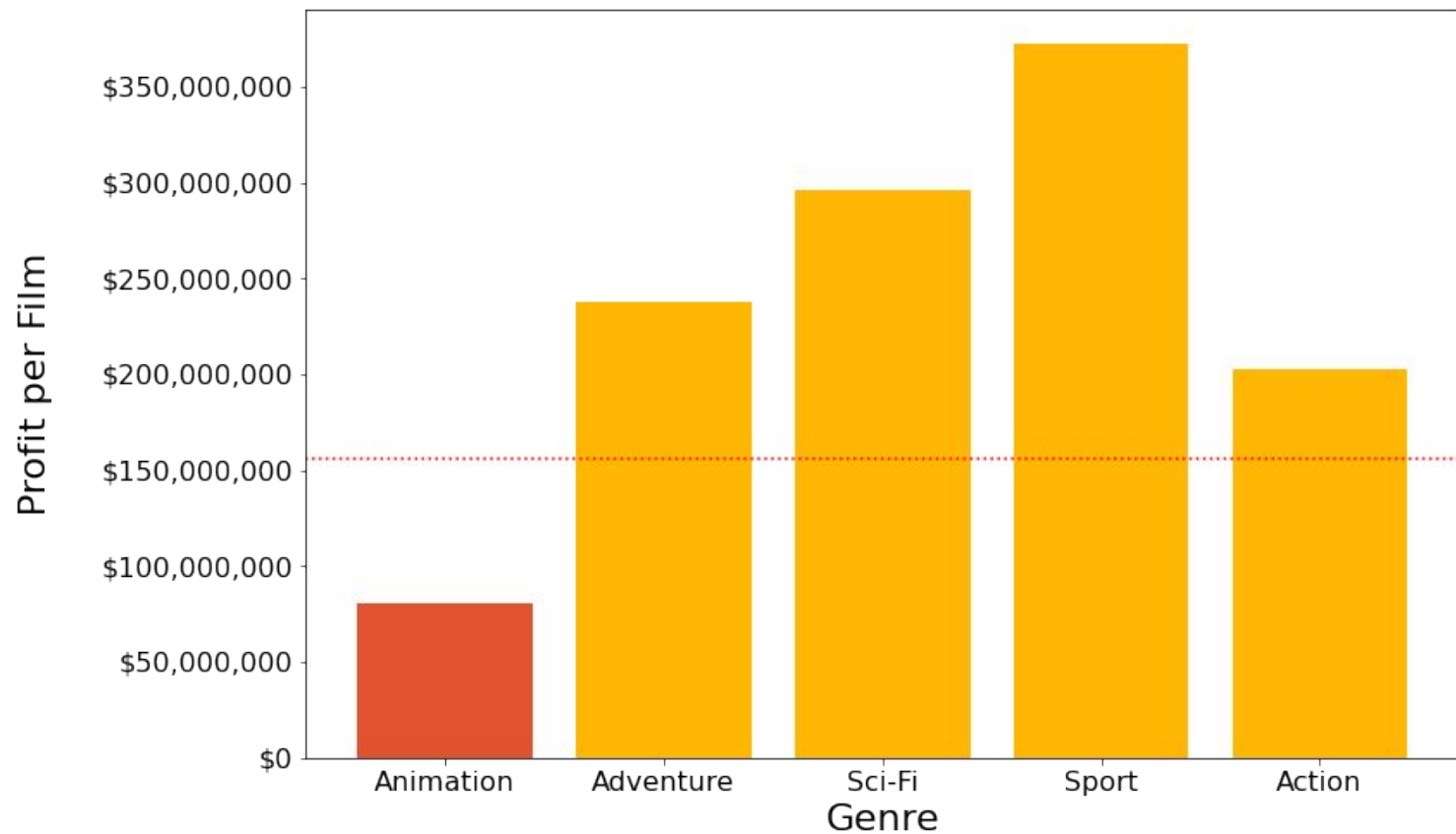
## Potential Partners Performance

- Comparison of Universal, Warner Bros, and Fox
  - Competition = Disney
  - Profit based
- Profit of top studios within top genres

# Universal Studios Profit per Genre

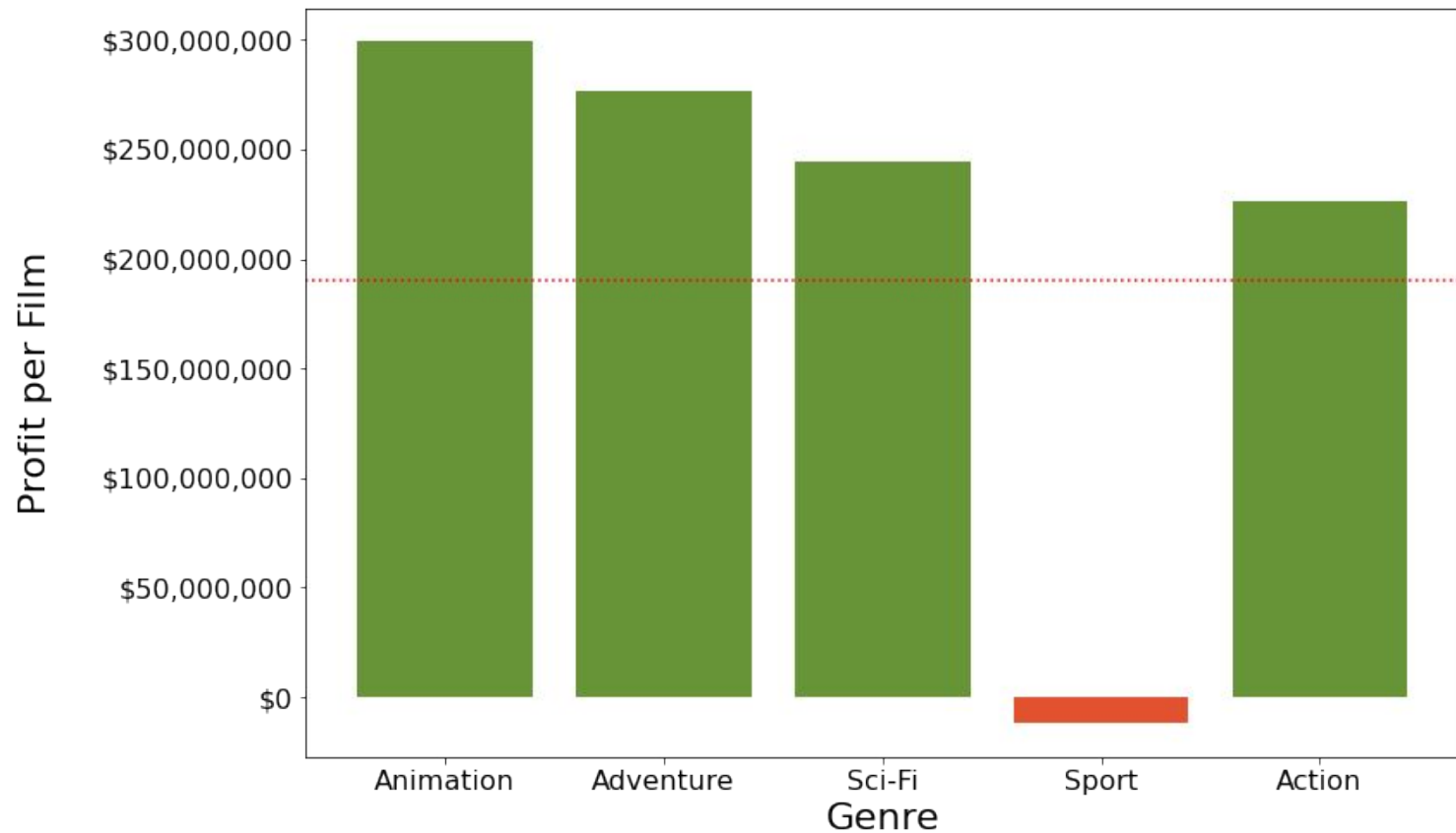


# Warner Bros Studios Profit per Genre

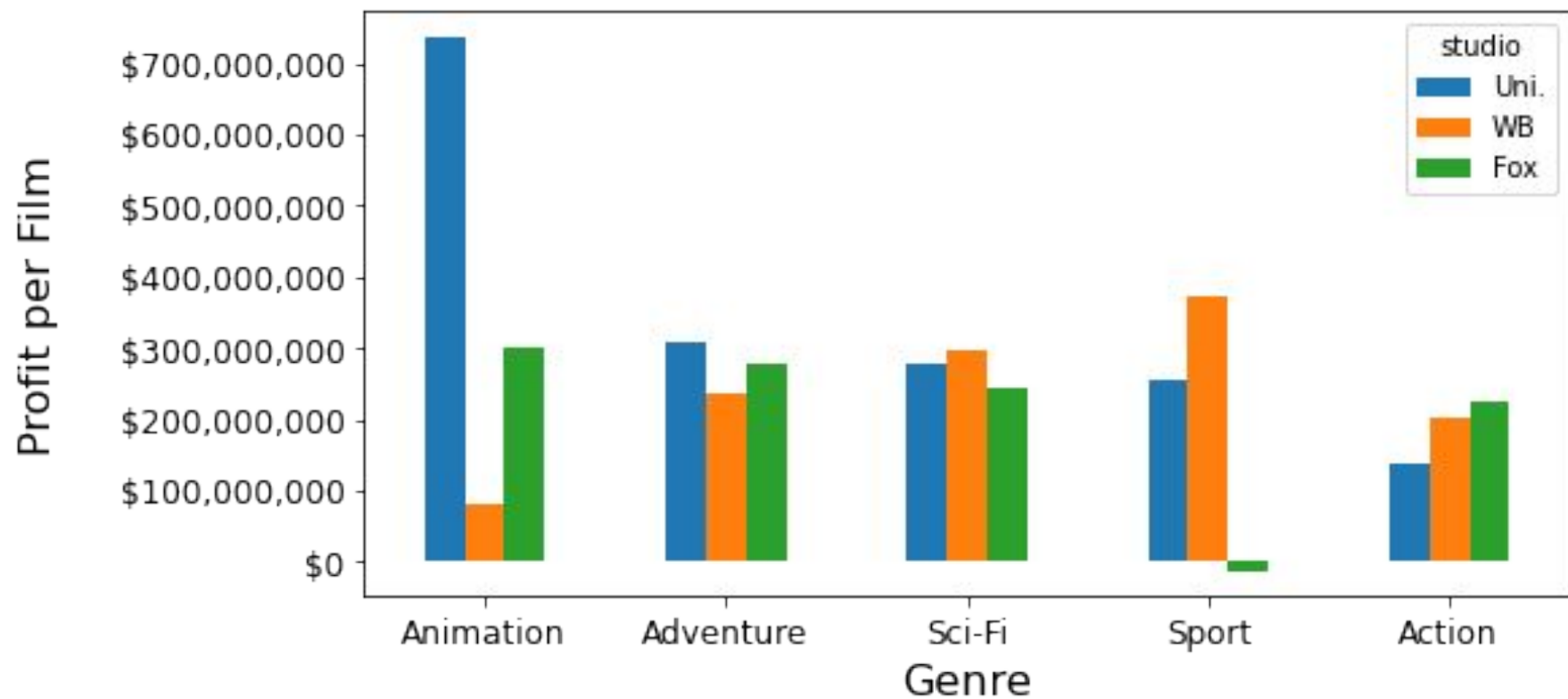




# Fox Studios Profit per Genre



# Studios Profit per Genre Comparison





# Conclusion

## Recommended Studios

- Warner Bros
- Fox
- Universal

## Recommended Genres

- Adventure
- Sci-Fi
- Action

## Recommended Directors

- Tim Miller
- Joss Whedon
- Joe Russo





# Future Considerations

## Access Existing Consumer Base

- Over 100 million Xbox users (2020)
- Microsoft = global tech giant

## Coherence with Mission Statement

- “To empower every person and every organization to achieve more.”
  - Innovation
  - Diversity & Inclusion
  - Social Responsibility



# Thank You