

Microsoft Movie Analysis

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Summary

Analysis of movie data to provide insight into Microsoft's entry into the movie industry:

- Sequels (3rd or higher) make up the majority of the highest grossing movies ever
- Movies based on video games have made a lot of money
- As the franchise continues, it makes more money
- Microsoft owns a few franchises that can easily be turned into a movie series

Outline

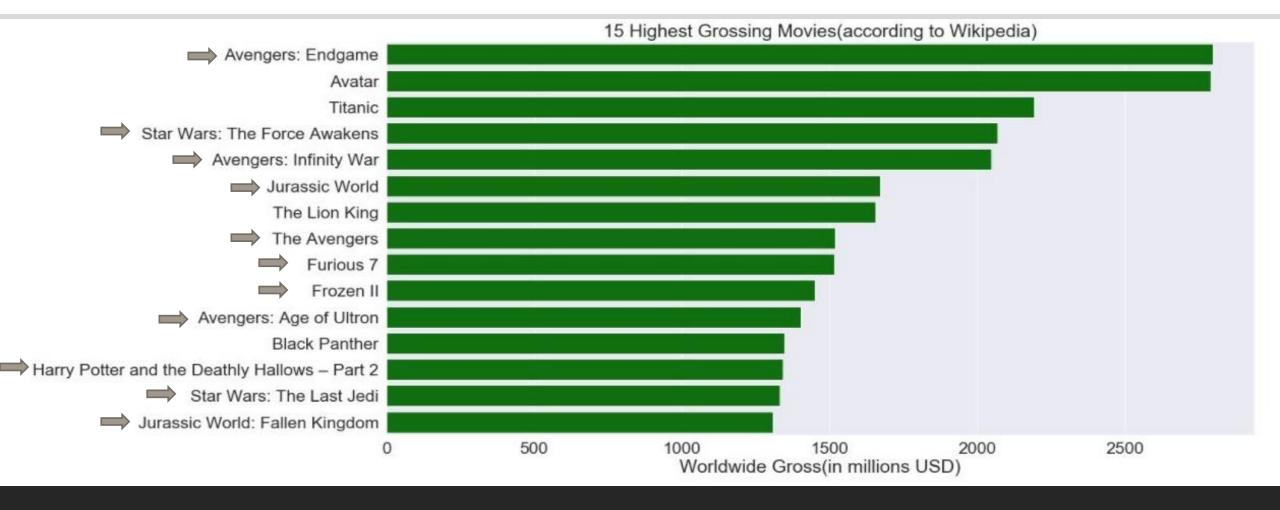
- Business Problem
- Data and Analysis
- Results
- Conclusions

Business Problem

Microsoft wants to enter the movie market:

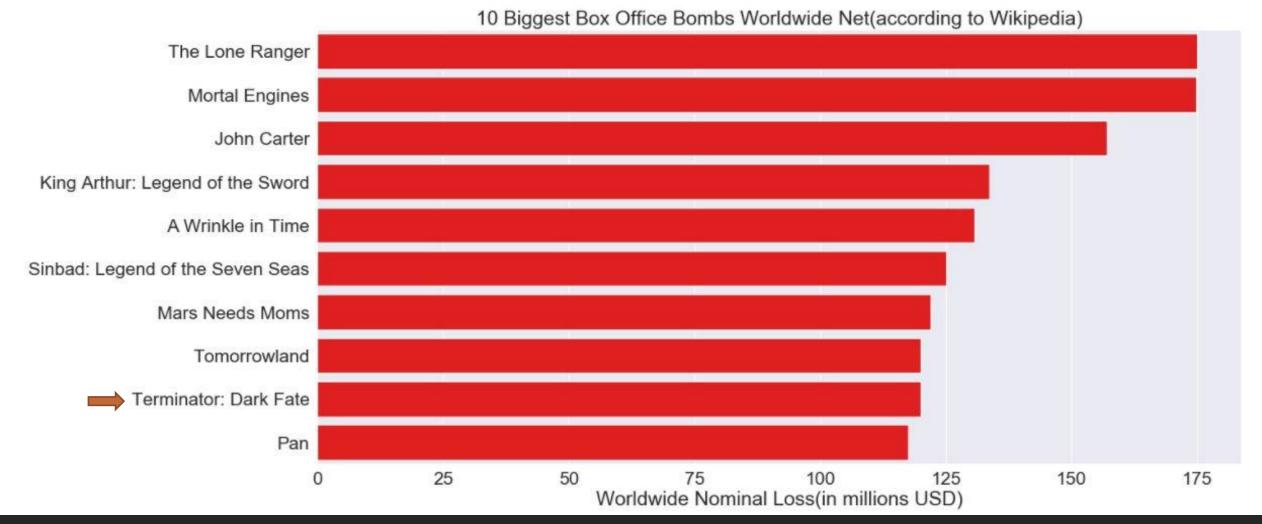
- What movies make the most money
- What Microsoft properties are most valuable
- How can Microsoft best capitalize on them





Data:

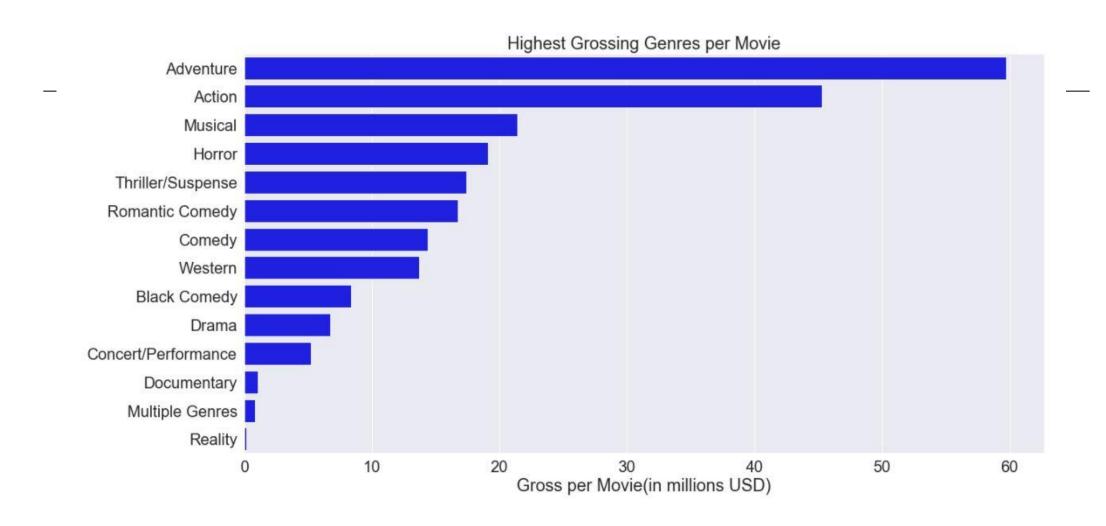
The top 15 highest grossing movies of all time, according to Wikipedia. 11 of the 15 movies are sequels. In fact 8 of them are 3^{rd} or higher in the series.

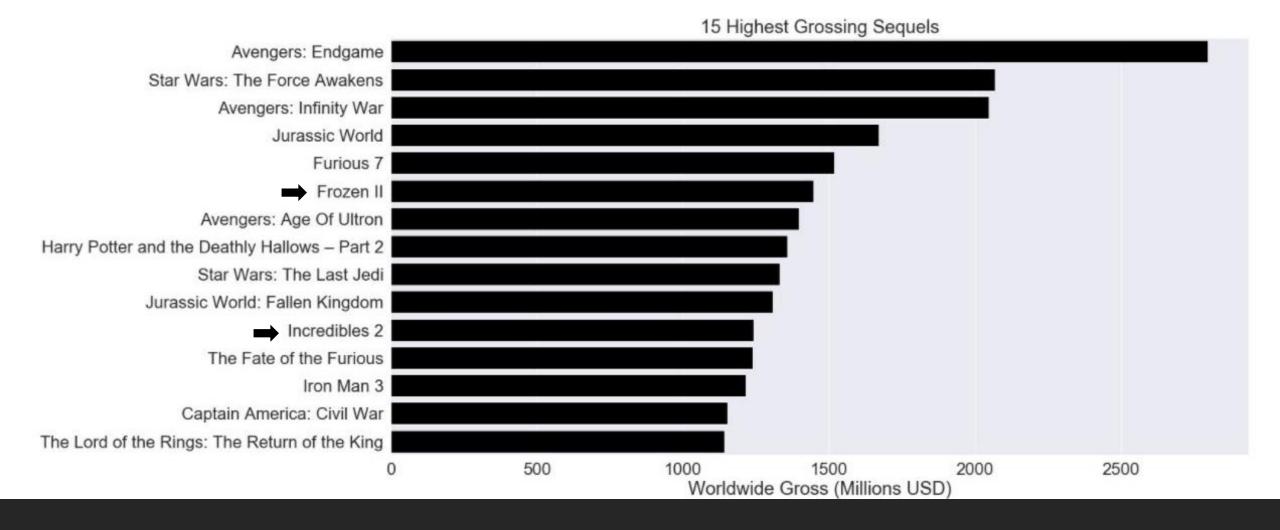


Originals

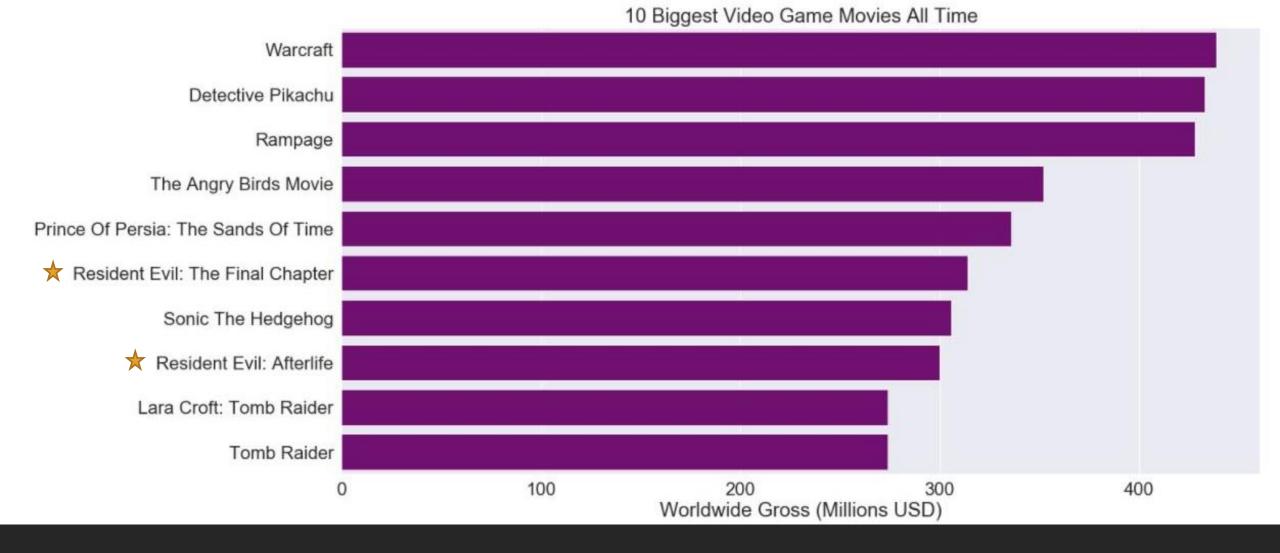
This graph shows the worst bombs of all time. Only 1 of these movies is a sequel.

Gross per movie by genre

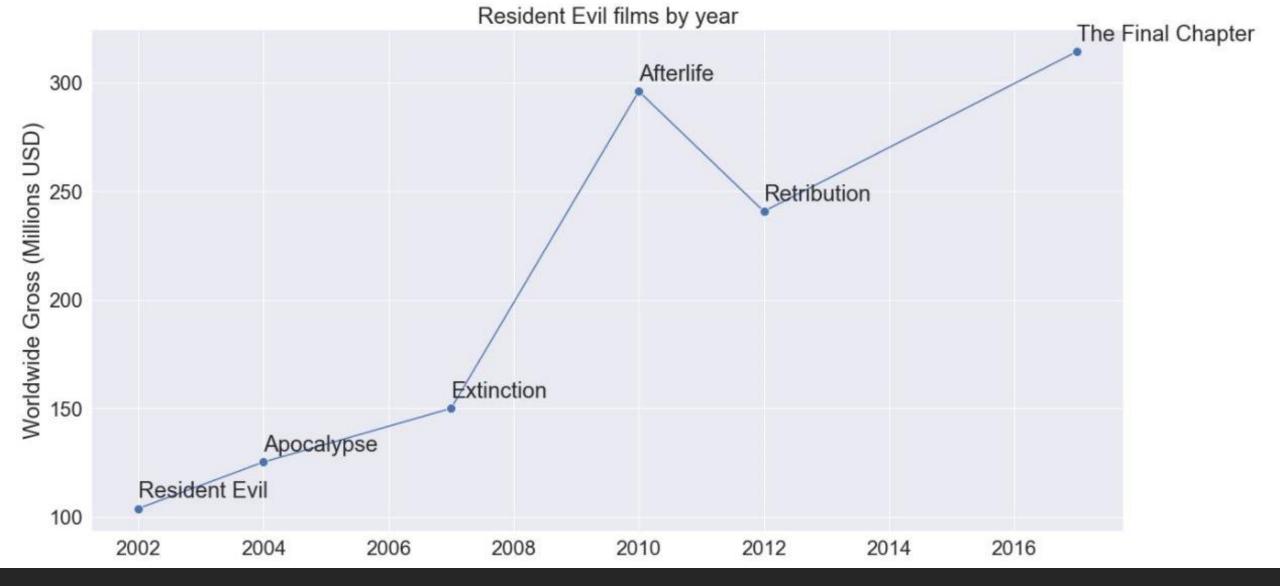




The highest grossing sequels of all time. Only 2 of them are the first sequel, the rest are at least the 3rd in the series.



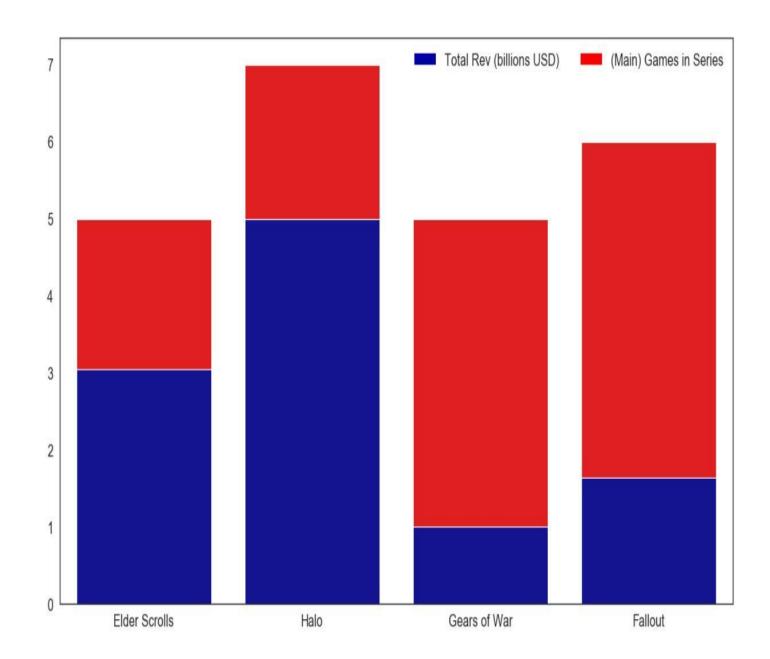
The highest grossing video game movies of all time. Notice that 2 of them are in the Resident Evil series.



4 out of 5 of the Resident Evil movies made more than its predecessor, and all of them made more than the original.

Microsoft owned properties

This graph shows the revenue of some of Microsoft's most profitable franchises



Conclusion:

- Sequels (3rd or higher) are among the most financially successful movies of all time.
- Movies tend to make more money as their series progresses
- Microsoft owns some multi-billion dollar franchises they can easily turn into movies

Further considerations:

- Other movie franchises and how they've done with successive movies
- How movies with similar stories have fared against each other

Thank you!

QUESTIONS?

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