Saving Hollywood: Can Movie Revenues Be Predicted?

Muntasir Chowdhury
School of Computer Science
McGill University
260558036
Email: muntasir.chodhury@mail.mcgill.ca

Kashif Javid
School of Computer Science
McGill University
260535684
Email: kashif.javid@mail.mcgill.ca

Faiz Khan
School of Computer Science
McGill University
260435930
Email: faiz.khan@mail.mcgill.ca

***Abstract*—Abstract is necessary, please put abstract.**

I. Introduction

A. Problem Description

Modern day movie budgets are now reaching near the half billion dollar mark. Figures for James Cameron's Avatar Budget reaching up to $425,000,000[**?**]. As movie budgets grow, so does their required revenue to yield an acceptable profit for the investment size. This presents a problem. It would be important to know the potential success of a movie in order to valuate its investment potential. However, movies are complex creations involving a large cast and crew. On top these factors, amongst others, a movie's success is affected by marketing, public perception and critical ratings. This makes predicting the potential revenue for a planned movie a challenging task. We describe this task as follows:

Produce a predictor using some constructed feature set that allows us to accurately predict the gross revenue of a movie.

In this document we will describe our attempt at tackling this task through several linear regression models using our feature set constructed from parsing online movie databases.

II. Related Work

III. Dataset Description

IV. Methods

A. Data Collection

B. Feature Selection

C. Libraries

D. Algorithms

1) Standard Linear Regression:

2) Gradient Descent:

3) Ridge and Lasso:

4) Cross Validation:

V. Results

VI. Discussion

A. Analysis

B. Applications

C. Future Perspectives

VII. Conclusion

The conclusion goes here. [**?**]

Acknowledgment

The authors would like to thank...

Statement Of Original Work

We hereby state that all the work presented in this report is that of the authors.

References

[1] http://www.the-numbers.com/movie/budgets/
[2] One two three
[3] H. Kopka and P. W. Daly, *A Guide to LaTeX*, 3rd ed. Harlow, England: Addison-Wesley, 1999.