

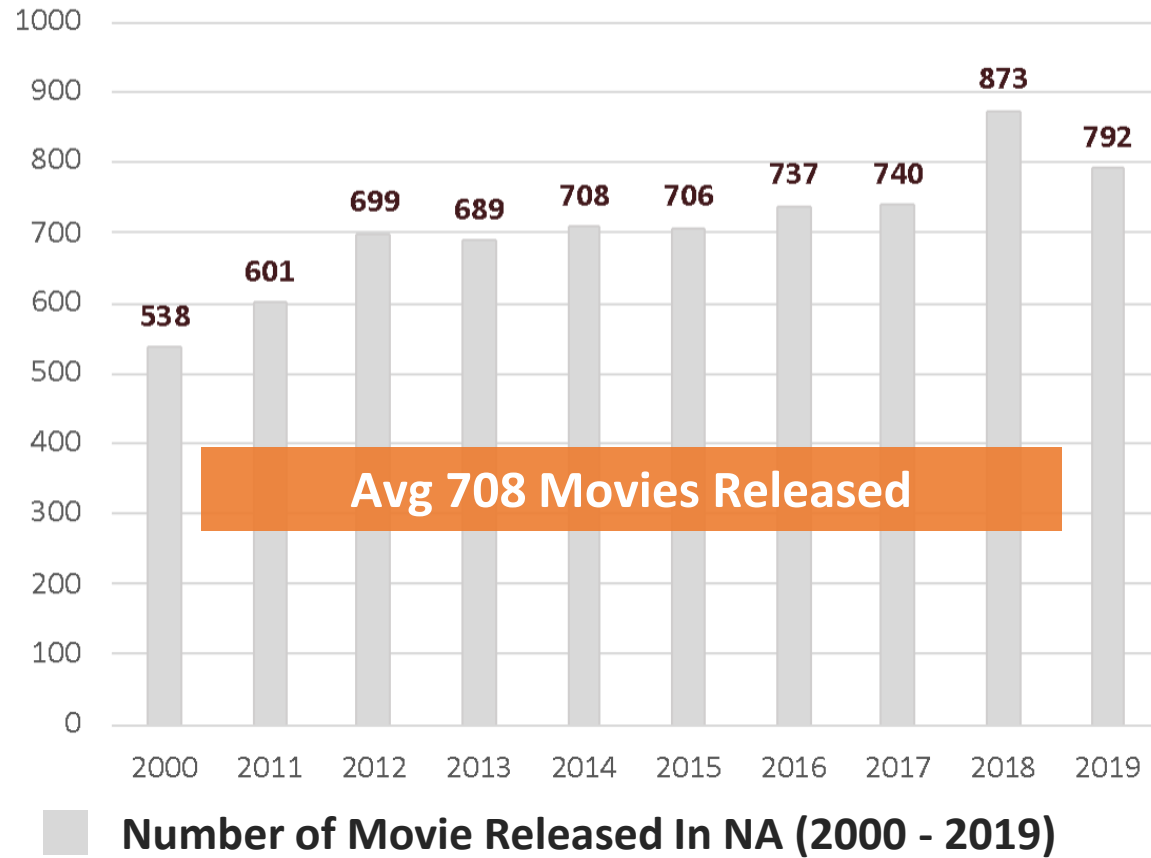


Business Analytics Project

Success Factor for a Movie

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1 Introduction



Reference: Statista

80 %
of films lose money

Reference: Forbes

1 Introduction

“Which factors leads to successful movie?”

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Introduction

- Why does the research matter to movie production companies and directors?

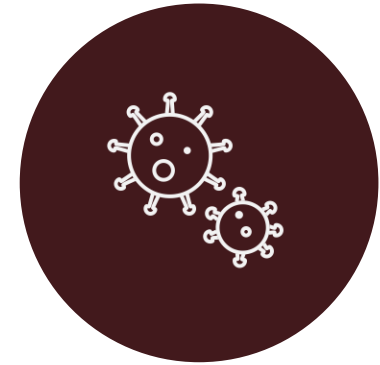
Business content of the research



**To gain
competitive advantage**



**To reach
break-even point**



**To be less affected by
the external
environment**

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Background of the data

- Data Source and Variable

■ Data Source: Kaggle

- Dataset Name: The Movies Dataset

■ Explanation of variable

- **Dependent: revenue, popularity ¹⁾**
- **Independent: budget, runtime, vote_average ²⁾, holiday ³⁾, genre (Action, Adventure, Animation, Comedy, Crime, Documentary, Drama, Family, Fantasy, Foreign, History, Horror, Music, Mystery, Romance, Science Fiction, TV Movie, Thriller, War, Western)**

¹⁾ popularity: Calculated by dividing portion sales for a given item by the total portion sales in the same category (%)

²⁾ vote_average: Average score of reviews by audience (out of 10)

³⁾ holiday: Dummy variable which divides movies that is released in December or not

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Background of the data

- Reason for each variables

Why is variables important?

Dependent Variable



Revenue

- 1) Criterion for determining success
- 2) Factor of break-even point



Popularity

- 1) Criterion for determining success
- 2) Criteria of competitive factor

Independent Variable

- **Runtime, Vote Average, Genre**
 - Can be the criterion for selecting a movie for audience
- **Budget**
 - Quality may vary depending on the amount
- **Holiday**
 - Relatively more leisure time given to people

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Background of the data

- Summary Statistics

	Variable	Min	Max	Mean	Std
Dependent	revenue	1	2,787,965,000	77,599,850	154,549,600
	popularity	0	547.4	9.19	12.43
Independent	budget	0	380000000	25721637.19	38800222.63
	runtime	0	338	107	20
	vote average	0	10	6	1
	Holiday	0	1	0.1	0.29
	Action	0	1	0.16	0.37
	Adventure	0	1	0.07	0.25
	Animation	0	1	0.02	0.15
	Comedy	0	1	0.22	0.41
	Crime	0	1	0.05	0.21
	Documentary	0	1	0.02	0.15
	Drama	0	1	0.25	0.43
	Family	0	1	0.01	0.11
	Fantasy	0	1	0.02	0.15
	Foreign	0	1	0.00	0.02
	History	0	1	0.00	0.07
	Horror	0	1	0.06	0.24
	Music	0	1	0.01	0.09
	Mystery	0	1	0.1	0.11
	Romance	0	1	0.2	0.15
	Science Fiction	0	1	0.02	0.13
	TV Movie	0	1	0.00	0.01
	Thriller	0	1	0.04	0.19
	War	0	1	0.01	0.08
	Western	0	1	0.01	0.08

* Holiday dummy variable does not have meaning of summary statistics

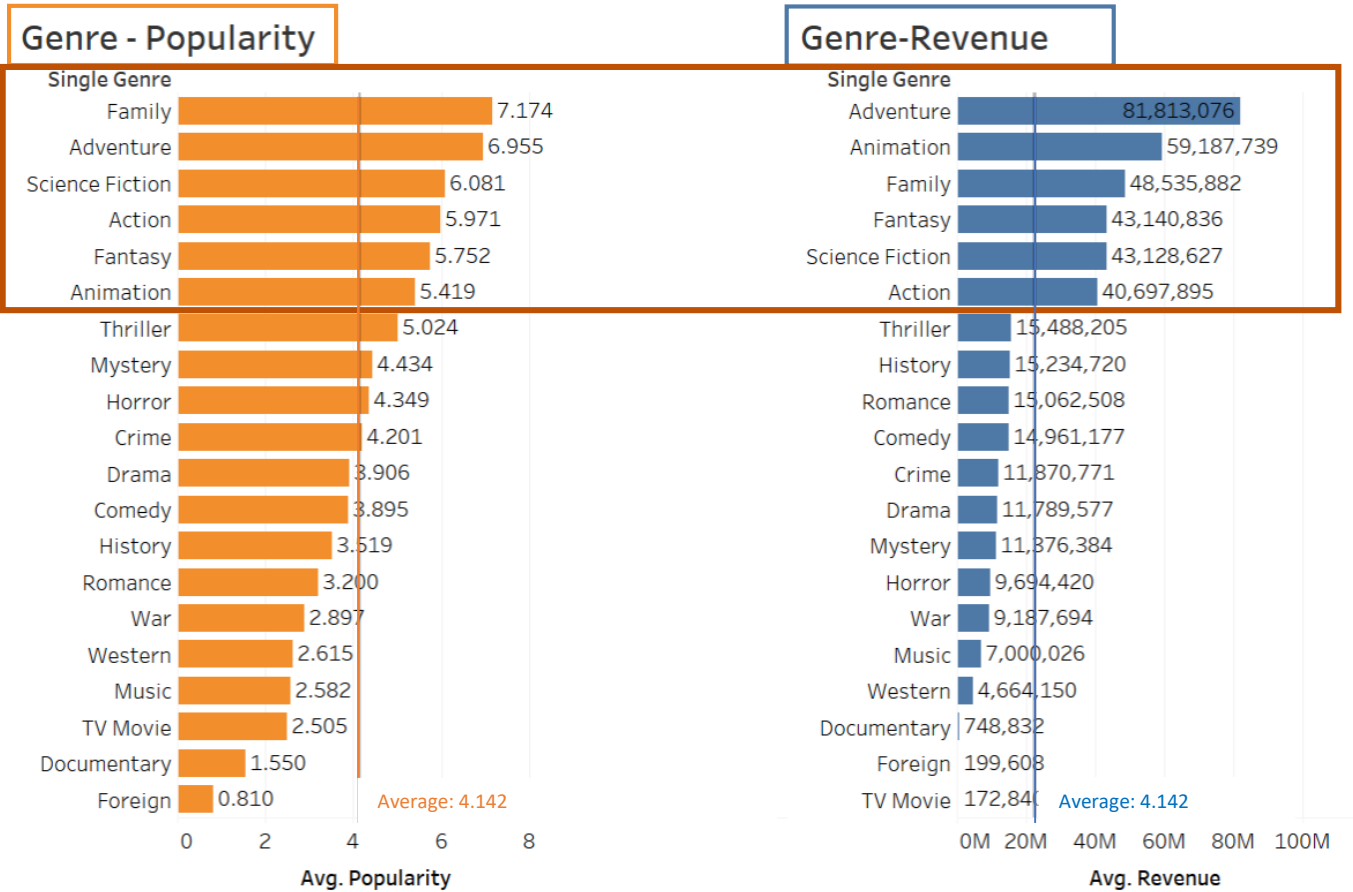
* Genre dummy variables only have meaning in the 'mean'. It shows the % of specific genre out the total 1.0

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Background of the data

- Interesting observation & Visualization

Genre : Popularity vs Revenue



Top 6 genre categories are the same

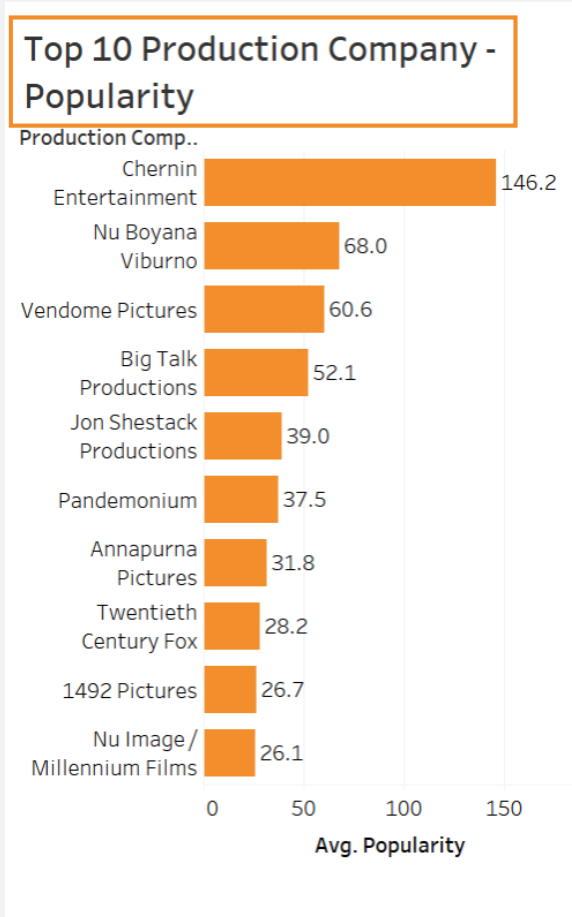
- * Alphabetical order
- 1) Action
 - 2) Adventure
 - 3) Animation
 - 4) Family
 - 5) Fantasy
 - 6) Science Fiction

2

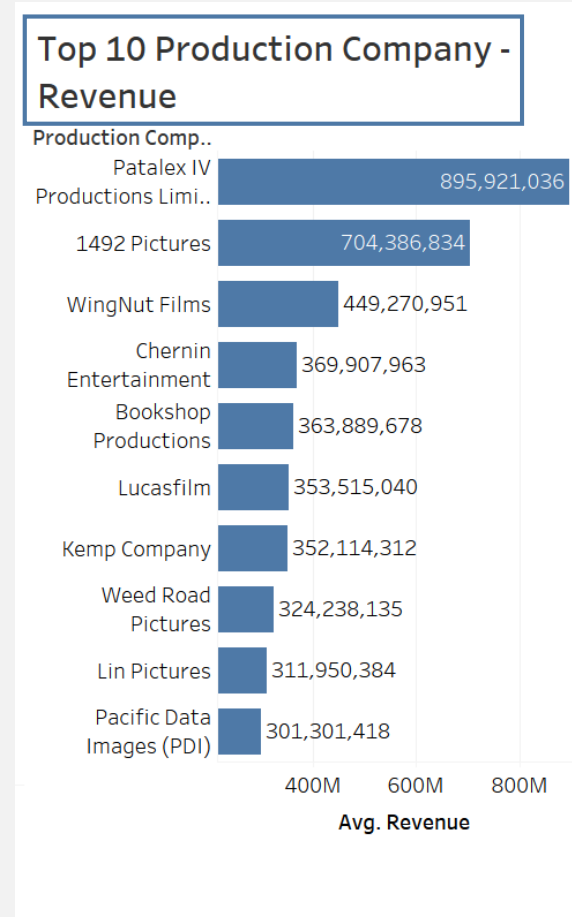
Background of the data

- Interesting observation & Visualization

Top 10 Production Company : Popularity vs Revenue



No Direct Correlation



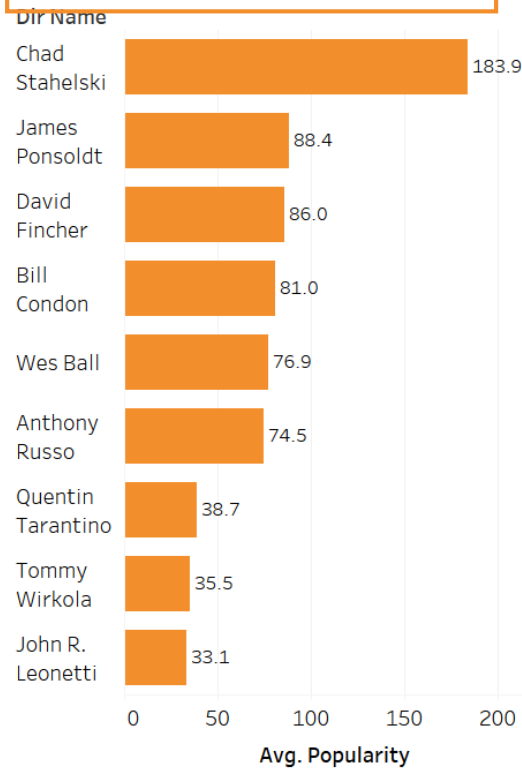
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Background of the data

- Interesting observation & Visualization

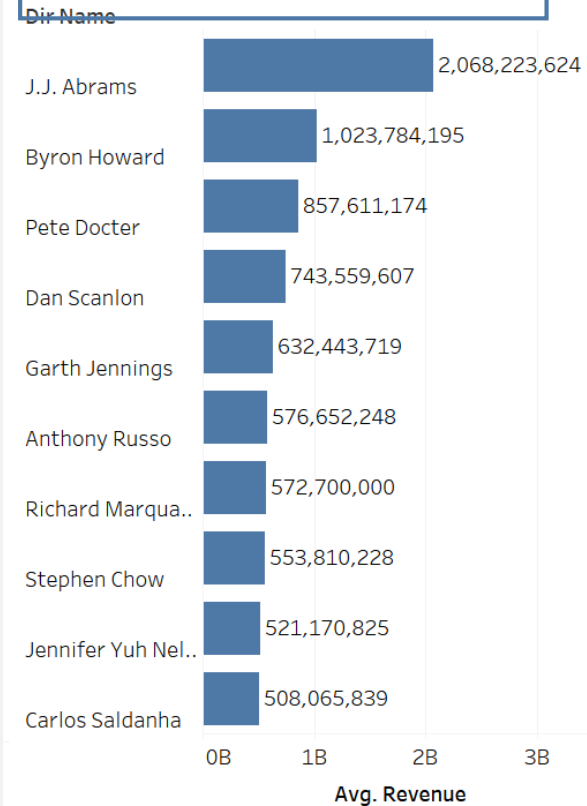
Top 10 Director : Popularity vs Revenue

Top 10 Director Name - Popularity



No Direct Correlation

Top 10 Director Name - Revenue

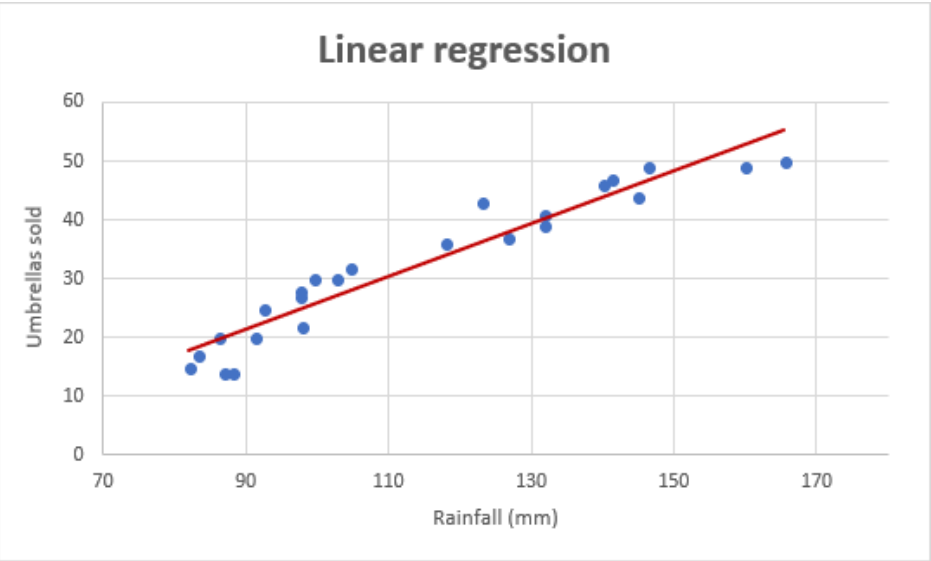


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Research Model

- What is the research model and why the group has selected it?

Regression Analysis



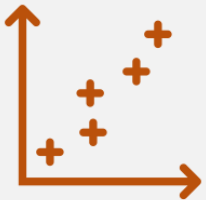
Source: Ablebits.com

● Regression Analysis?

“ Regression analysis is a set of statistical processes for estimating the relationships between dependent variable(s) and one or more independent variable(s).”

Source: Wikipedia

● Reason for selecting the model?



Find relationship
(correlation)
between variables by
checking the R-squared,
P-value and coefficient

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Results

- Findings

First Result

OLS Regression Results

Dep. Variable:	revenue	R-squared (uncentered):	0.639
Model:	OLS	Adj. R-squared (uncentered):	0.639
Method:	Least Squares	F-statistic:	3651.
Date:	Sat, 13 Mar 2021	Prob (F-statistic):	0.00
Time:	01:35:02	Log-Likelihood:	-1.2280e+05
No. Observations:	6178	AIC:	2.456e+05
Df Residuals:	6175	BIC:	2.456e+05
Df Model:	3		
Covariance Type:	nonrobust		

	coef	std err	t	P> t	[0.025	0.975]
budget	2.9877	0.031	97.811	0.000	2.928	3.048
single_genre_Action	-1.124e+07	3.51e+06	-3.203	0.001	-1.81e+07	-4.36e+06
single_genre_Family	5.538e+07	1.25e+07	4.433	0.000	3.09e+07	7.99e+07

Omnibus:	5653.863	Durbin-Watson:	1.949
Prob(Omnibus):	0.000	Jarque-Bera (JB):	600021.284
Skew:	3.990	Prob(JB):	0.00
Kurtosis:	50.616	Cond. No.	4.40e+08

$$\text{Revenue} = (2.99 * \text{Budget}) + (-1.12 * \text{Action}) + (5.54 * \text{Family})$$

The revenue is influenced by the movie budget and which genre is attached to the movie.

- For instance every 1 million USD in budget, a movie is expected to return 2.99 million in revenue.
- If a movie is of the **Action** genre, the revenue is expected to decrease 1.12 million.
- If a movie is of the **Family** genre, the revenue is expected to increase by 5.54 million.
- This set of independent variables explains 63.9% of variance in revenue.

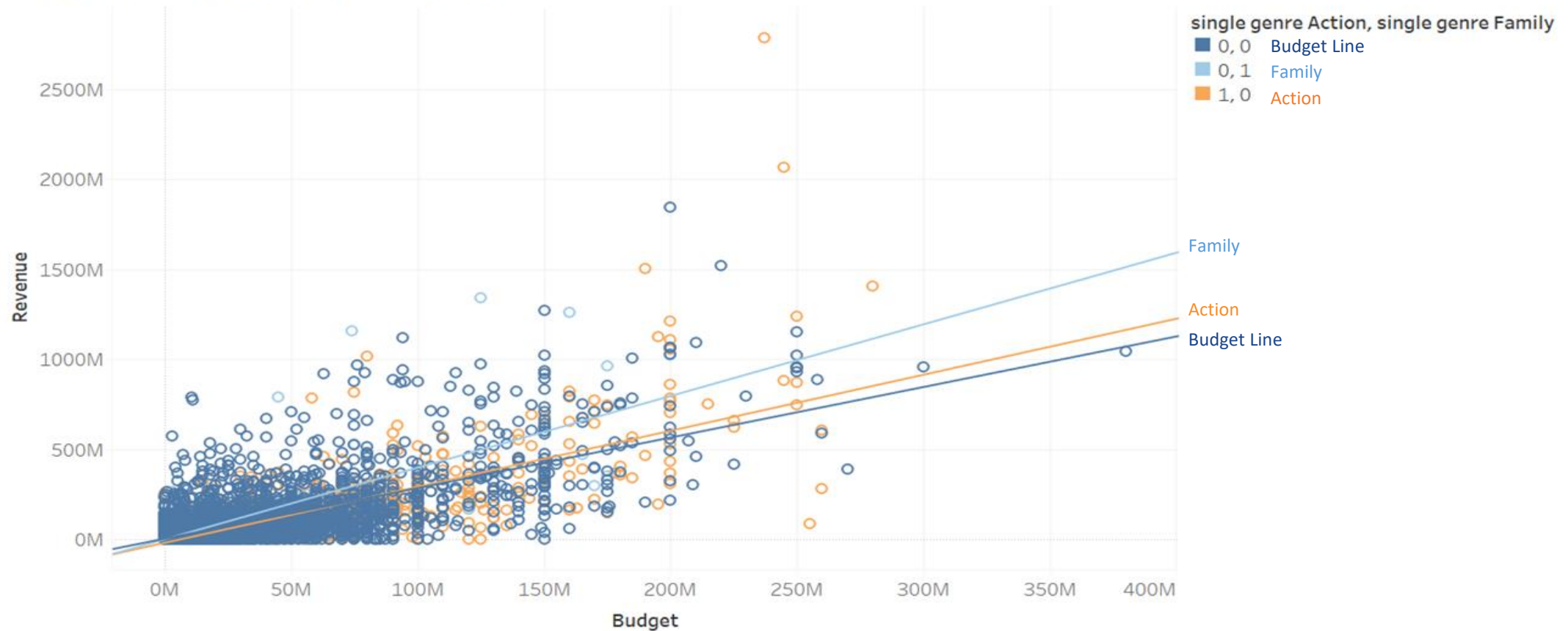
4

Results

- Findings

First Result Visualization

Budget, Action, Family - Revenue



Budget vs. Revenue. Color shows details about single genre Action and single genre Family.

4

Results

- Findings

Second Result

OLS Regression Results						
Dep. Variable:	revenue	R-squared (uncentered):	0.640			
Model:	OLS	Adj. R-squared (uncentered):	0.640			
Method:	Least Squares	F-statistic:	2743.			
Date:	Sat, 13 Mar 2021	Prob (F-statistic):	0.00			
Time:	01:51:14	Log-Likelihood:	-1.2280e+05			
No. Observations:	6178	AIC:	2.456e+05			
Df Residuals:	6174	BIC:	2.456e+05			
Df Model:	4					
Covariance Type:	nonrobust					
	coef	std err	t	P> t	[0.025	0.975]
budget	2.9079	0.031	95.021	0.000	2.848	2.968
single_genre_Family	5.907e+07	1.25e+07	4.730	0.000	3.46e+07	8.35e+07
single_genre_Science Fiction	2.389e+07	1.02e+07	2.346	0.019	3.92e+06	4.38e+07
single_genre_Adventure	1.894e+07	5.35e+06	3.538	0.000	8.45e+06	2.94e+07
Omnibus:	5710.217	Durbin-Watson:	1.954			
Prob(Omnibus):	0.000	Jarque-Bera (JB):	621291.476			
Skew:	4.050	Prob(JB):	0.000			
Kurtosis:	51.456	Cond. No.	4.40e+08			

$$\text{Revenue} = (2.91 * \text{Budget}) + (5.91 * \text{Family}) + (2.39 * \text{SciFi}) + (1.89 * \text{Adventure})$$

The revenue is influenced by the movie budget and which genre is attached to the movie.

- For instance every 1 million USD in budget, a movie is expected to return 2.91 million in revenue.
- If a movie is of the **Family** genre, the revenue is expected to increase 5.91 million.
- If a movie is of the **Science Fiction** genre, the revenue is expected to increase by 2.39 million.
- If a movie is of the **Adventure** genre, the revenue is expected to increase by 1.89 million.
- 64% of variance in revenue can be explained by these independent variables.

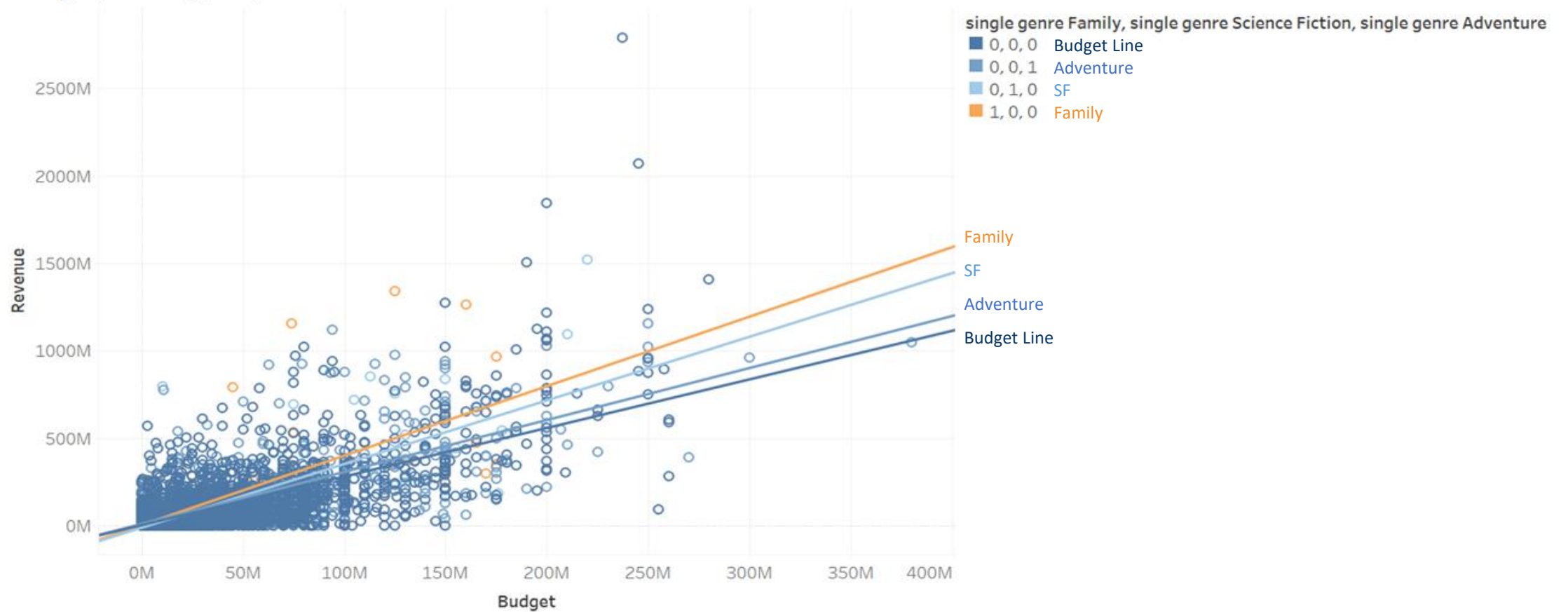
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Results

- Findings

Second Result Visualization

Budget, Family, SF, Adventure - Revenue



Budget vs. Revenue. Color shows details about single genre Family, single genre Science Fiction and single genre Adventure.

4

Results

- Findings

Third Result

OLS Regression Results						
Dep. Variable:	popularity	R-squared (uncentered):	0.328			
Model:	OLS	Adj. R-squared (uncentered):	0.327			
Method:	Least Squares	F-statistic:	752.0			
Date:	Sat, 13 Mar 2021	Prob (F-statistic):	0.00			
Time:	03:07:07	Log-Likelihood:	-24461.			
No. Observations:	6178	AIC:	4.893e+04			
Df Residuals:	6174	BIC:	4.896e+04			
Df Model:	4					
Covariance Type:	nonrobust					
	coef	std err	t	P> t	[0.025	0.975]
single_genre_Action	4.5298	0.430	10.545	0.000	3.688	5.372
budget	1.579e-07	3.77e-09	41.847	0.000	1.51e-07	1.65e-07
single_genre_Romance	4.5540	1.078	4.223	0.000	2.440	6.668
single_genre_Comedy	4.7983	0.350	13.717	0.000	4.113	5.484
Omnibus:	13319.611	Durbin-Watson:	1.668			
Prob(Omnibus):	0.000	Jarque-Bera (JB):	112245656.880			
Skew:	18.850	Prob(JB):	0.00			
Kurtosis:	662.261	Cond. No.	3.11e+08			

$$\text{Popularity} = (1.58 * \text{Budget}) + (4.53 * \text{Action}) + (4.55 * \text{Romance}) + (4.8 * \text{Comedy})$$

The revenue is influenced by the movie budget and which genre is attached to the movie.

- For instance every 1 million USD in budget, a movie is expected to increase in popularity by 1.58.
- If a movie is of the **Action** genre, the popularity is expected to increase by 4.53.
- If a movie is of the **Romance** genre, the popularity is expected to increase by 4.55.
- If a movie is of the **Comedy** genre, the popularity is expected to increase by 4.8.
- Only 32.8% of variance in Popularity can be explained by these independent variables.

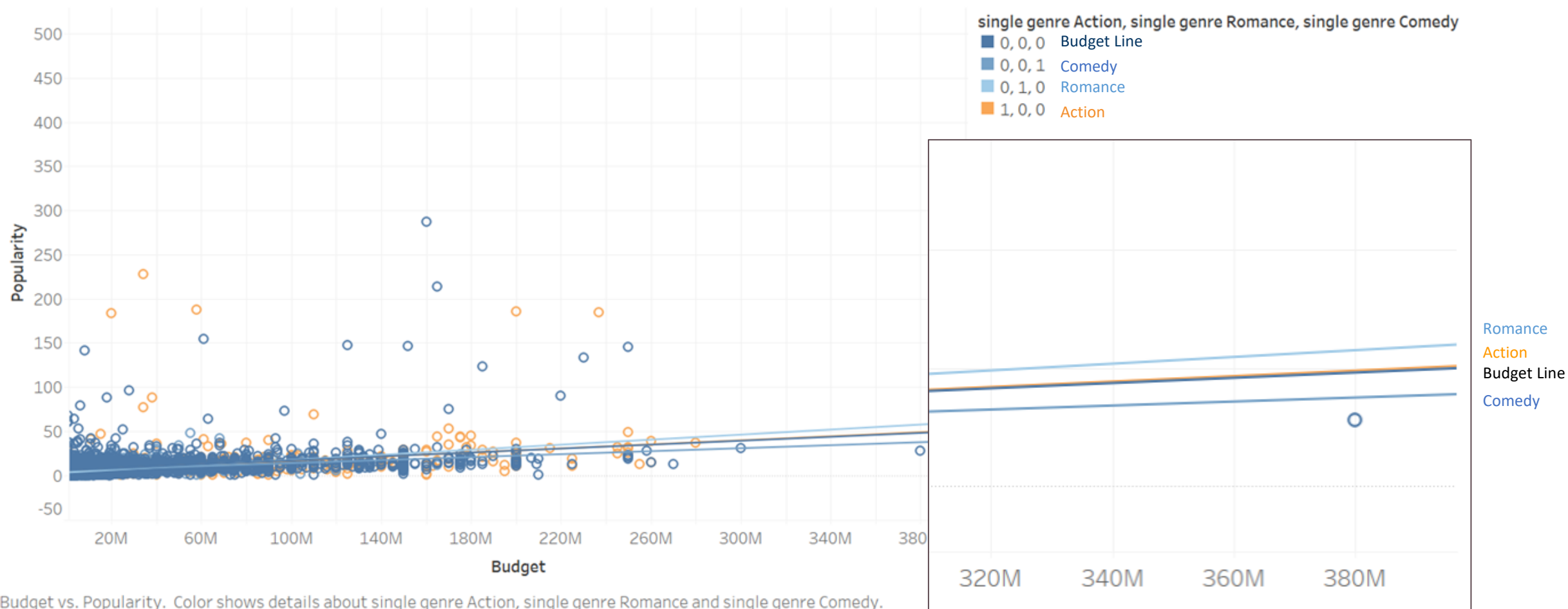
4

Results

- Findings

Third Result Visualization

Budget, Action, Romance, Comedy - Popularity



4

Results

- Findings

Fourth Result

$$\text{Revenue} = (1.14 \cdot \text{Holiday}) + (2.85 \cdot \text{Budget}) + (2.09 \cdot \text{Adventure}) + (5.41 \cdot \text{Animation}) + (6.14 \cdot \text{Family}) + (2.59 \cdot \text{SciFi})$$

The revenue is influenced by the movie budget, the genre, and whether the movie is released in the holiday season.

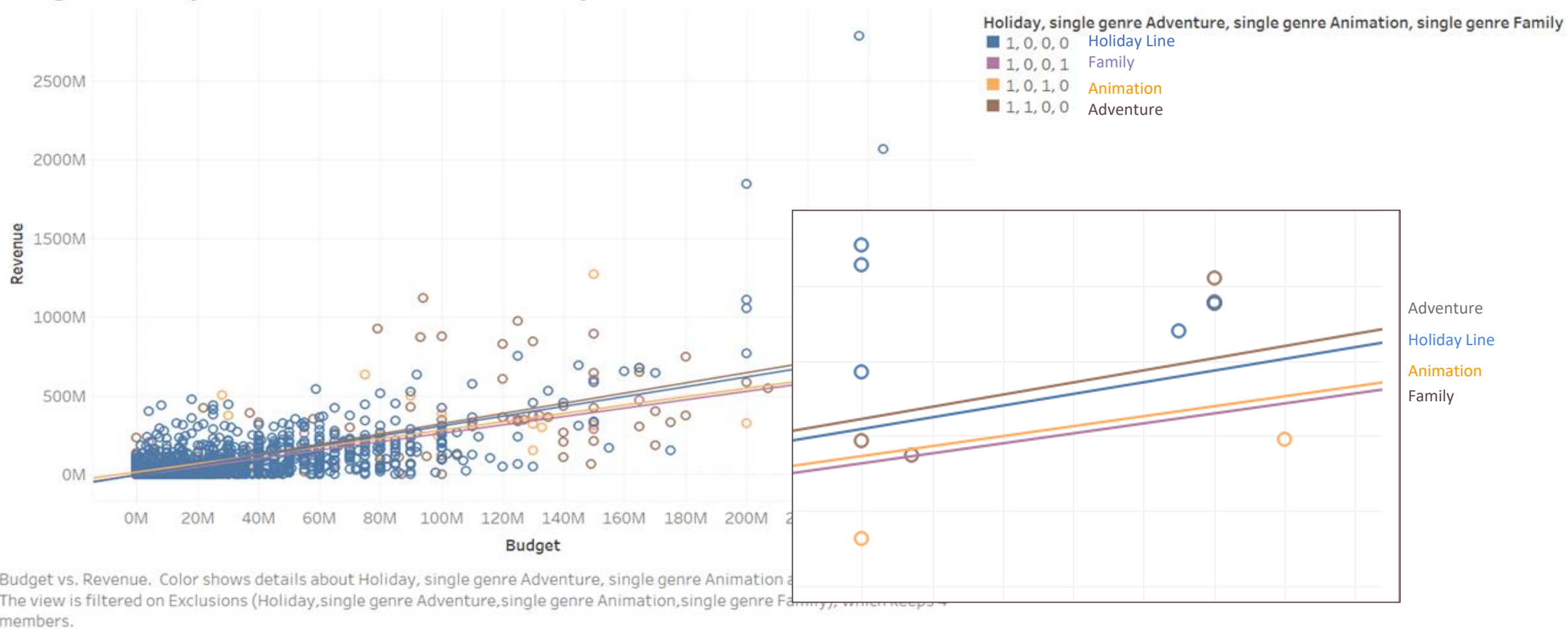
- For instance if a movie is released in the holiday season, the revenue is expected to increase by 1.14 million.
- An additional 1 million USD allotted to the budget is expected to increase the revenue by 2.85 million.
- If a movie is of the genre **Adventure**, the revenue is expected to increase 2.09 million.
- If a movie is of the genre **Animation**, the revenue is expected to increase 5.41 million.
- If a movie is of the genre **Family**, the revenue is expected to increase 6.14 million.
- If a movie is of the genre **Science Fiction**, the revenue is expected to increase 2.57 million.
- This set of independent variables explains 64.2% of variance in our dependent variable. (Highest r^2)

OLS Regression Results						
=====						
Dep. Variable:	revenue	R-squared (uncentered):	0.642			
Model:	OLS	Adj. R-squared (uncentered):	0.642			
Method:	Least Squares	F-statistic:	1848.			
Date:	Sat, 13 Mar 2021	Prob (F-statistic):	0.00			
Time:	03:44:55	Log-Likelihood:	-1.2278e+05			
No. Observations:	6178	AIC:	2.456e+05			
Df Residuals:	6172	BIC:	2.456e+05			
Df Model:	6					
Covariance Type:	nonrobust					
=====						
	coef	std err	t	P> t	[0.025	0.975]

holiday	1.143e+07	4.36e+06	2.621	0.009	2.88e+06	2e+07
budget	2.8494	0.032	89.439	0.000	2.787	2.912
single_genre_Adventure	2.093e+07	5.36e+06	3.908	0.000	1.04e+07	3.14e+07
single_genre_Animation	5.406e+07	8.82e+06	6.130	0.000	3.68e+07	7.13e+07
single_genre_Family	6.144e+07	1.25e+07	4.935	0.000	3.7e+07	8.59e+07
single_genre_Science Fiction	2.586e+07	1.02e+07	2.547	0.011	5.95e+06	4.58e+07
=====						

Fourth Result Visualization

Budget, Holiday, Advanture, Animation, Family - Revenue



5 Discussion

■ What do the results mean in practical business term?



Directors



Movie Production Companies

- Give an answer on which genre is better to produce or invest on
- Give an answer on which genre can bring more popularity
- Give an answer on which genre should be released in December

5 Discussion

- How do the results answer your research question?

“Which factor leads to successful movie?”



Depending on the ‘Genre’
the movie can generate
more revenue and popularity

5 Discussion

■ How do you use these results to improve the business function of a company?



Directors

- 1) Increase budget by attracting more investors
- 2) Distribute the film by understanding audience' preference



Movies Production Companies

- 1) Develop analytic strategy for effective investment
- 2) Increase revenue by eliminating less profitable films

Reference

Slide # Introduction

- Moore, Schuyler. "Most Films Lose Money!" *Forbes*, Forbes Magazine, 3 Jan. 2019, www.forbes.com/sites/schuylermoore/2019/01/03/most-films-lose-money/?sh=76393074739f.
- Tankovska, H. "Most Popular Social Networks Worldwide as of January 2021, Ranked by Number of Active Users." *Statista*, 9 Feb. 2021, www.statista.com/statistics/272014/global-social-networks-ranked-by-number-of-users/.

Thank You

Group 6