

PROPOSAL FOR MICROSOFT STUDIOS

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A visual and descriptive analysis of top performing movies reveals recommendations to Microsoft about the types of films they should produce in their new feature film studio:

- Focus efforts on blockbuster and animation film types
- Produce both live action and animated movies, giving the adventure and fantasy genres top priority
- Include strong consideration to international audiences in the production process

Summary

Outline



BUSINESS PROBLEM



DATA & METHODOLOGY



RECOMMENDATIONS





CLARIFY THE TYPES AND GENRES OF FILMS TO BE PRODUCED ANALYZE COSTS AND PROFITS AMONG VARIOUS STUDIOS



PROVIDE COMPARATIVE REVIEW OF DOMESTIC AND WORLDWIDE DATA

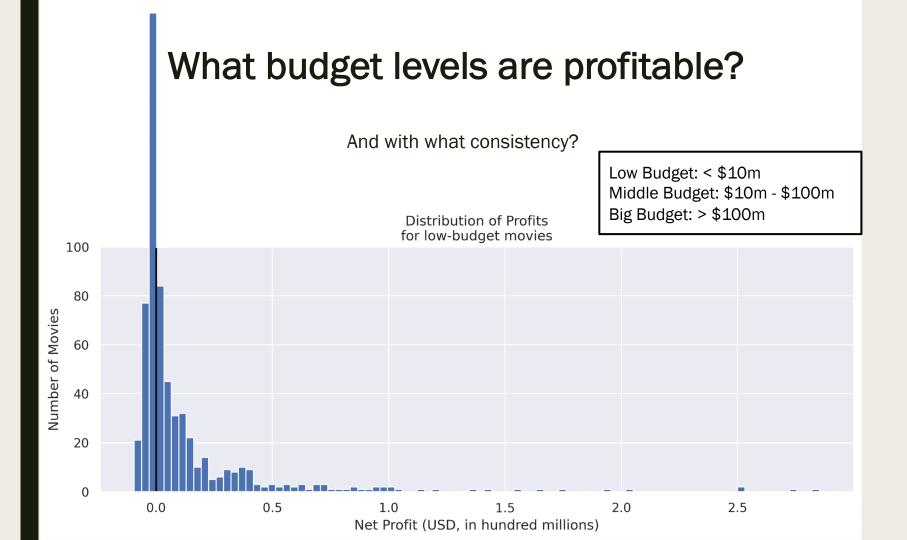
Business Problem

Data & Methodology

The datasets of this project are from the following websites:

- Box Office Mojo
- IMDB
- The Numbers

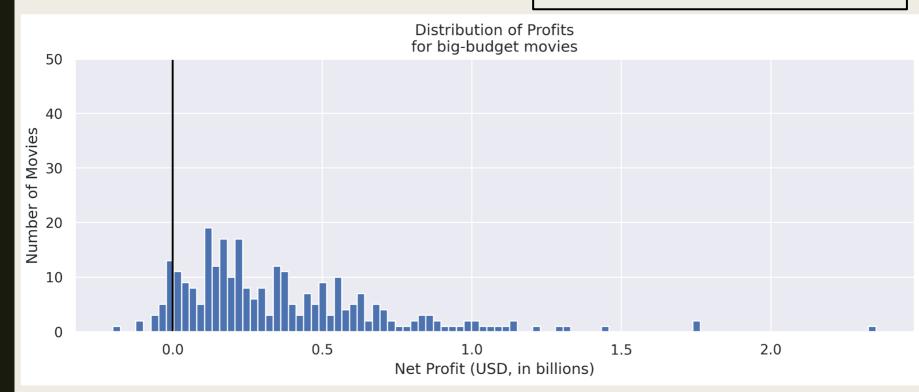
Restricting the data to the last eleven years (2008-2018), we performed exploratory data analysis with visualizations to better understand the different information from the datasets



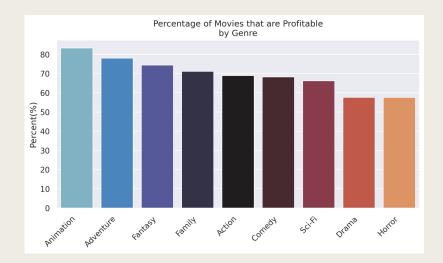
Profit Distribution for Big Budget Movies

Only 56.21% of low budget movies are profitable.

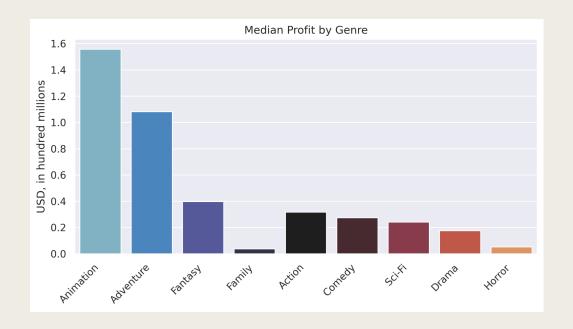
73.94% of middle budget movies are profitable. 93.29% of big budget movies are profitable.

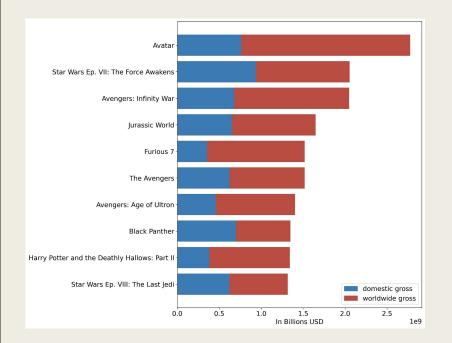


What Genres should Microsoft Studios focus on?



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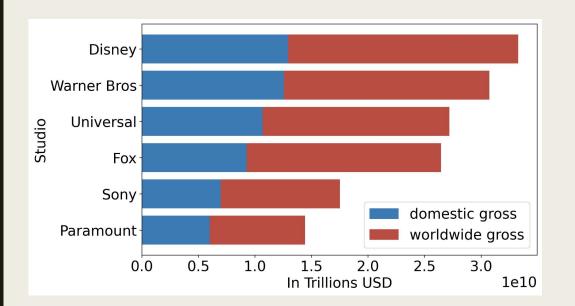
Top 15 Grossing Movies 2008 - 2018



Worldwide gross earnings represent a larger portion of total gross in most instances



13 of the top 15 films are in the action / adventure / fantasy genres



Top 4 Grossing Movie Studios -2008 - 2018

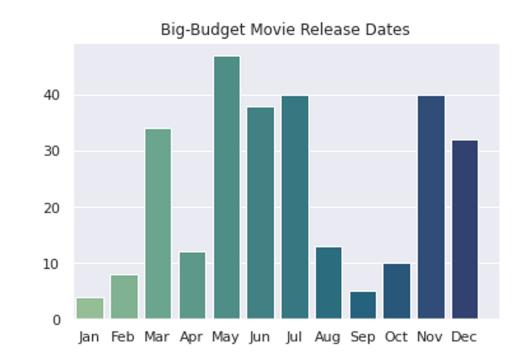
 Worldwide gross represents a majority portion of revenues in the leading studios Top Directors - All Genres by Net Profit - 2008 - 2018

These are the directors that turn up the most often in the Top 100 most profitable films

	Number of films in Top 100
Name	
Pierre Coffin	4
Christopher Nolan	3
Peter Jackson	3
Francis Lawrence	3
Chris Renaud	3
Joe Russo	3
Anthony Russo	3

When should we release the movies?

- Big budget movies are generally released in the summer and leading up to the holidays
- Mid budget movies avoid the summer
- Low budget movies avoid the holidays



Recommendations

1

Focus on big-budget tent-pole releases: they make more money, *and* they make it more often.

2

Open or acquire an animation arm for the studio. Focus on the same genres as the mainline studio:
Adventure and Fantasy.

3

Always consider the international market and audience; they will generate the vast majority of your profits.

QUESTIONS?