

Lights, Camera, Action! - Predicting Gross Revenue of Movies

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Introduction

Movies have been at the heart of pop culture for nearly a century. And while movies have changed a lot over the years, varying in length, theme, due to technological advances, and more, one thing has never changed—movies have remained as a dominant part of the entertainment industry. Yet, ever since the COVID-19 pandemic, the North American box office for movies has not recovered—it seems that people just aren’t going to movies as much as they used to. As mentioned in [boxofficemojo2024], domestic box office gross revenue in 2019 reached nearly \$11.4 billion, while the yearly total from 2023 topped off at \$8.9 billion after a very slow two years in 2020 and 2021. With moviegoers back on the rise, the film industry and box offices are hopeful to end the decade on a high note and return back to their original state. As such, we are interested in investigating the trends in gross revenue for top movies and how various elements impact the amount of money that a movie makes.

Research Question: What are the key factors and metrics that most significantly influence a movie’s gross revenue?

Motivation: As a group of movie enthusiasts, movie popularity has always been a large source of curiosity. We’ve seen terrible movies whose popularity we find puzzling, and unknown masterpieces that do not get the attention they deserve. What is it that separates the two? Is it primarily the “goodness” of the movie that determines the money it brings in, or are there other factors that are equally influential? Is the 1.4 billion dollar success of Alvin and the Chipmunks (an objectively pretty bad movie) just an outlier, or reflective of a deep and complex relationship between a movie’s characteristics and its gross profit? Through our analysis, we hope to get to the bottom of these questions, and gain a deeper understanding of what truly drives a movie’s success or failure in the box office.

Hypotheses: We hypothesize movies that have high popularity scores and ratings, substantial budgets, and broad audience appeal will be more likely to generate higher gross revenue. We also hypothesize movies with more than one genre will be more likely to generate higher gross

revenue. Movies with a runtime between 1.5-2 hours will be more likely to generate higher gross revenue.

Data description

The source of the dataset is taken from TMDb (The Movie Database), which is an online, public database for movies that contains information such as ratings, runtime, cast, director, and box office performance. We discovered this dataset on Kaggle, and it is updated daily by user asaniczka, who takes the data from TMDb [asaniczka2023].

There were 953629 observations in the original dataset, each representing a single film. There were 24 columns in this dataset, with some of the most important being the name (an identifier), release year, runtime, genres, rating, votes, and revenue.

Exploratory data analysis

We filtered the original dataset outside of this project first because the original dataset of almost 1 million rows was far too large to be able to run efficiently in RStudio; as such, we filtered for where the movies had more than 100 votes, meaning more than 100 people submitted ratings for the movie. After filtering, there are now 18086 observations, and we were able to import this filtered dataset into Rstudio (The file name was “final_vote_filtered_movie_data.csv”).

We are going to transform the variables `spoken_languages` and `genres`. For `spoken_languages`, we want to make a categorical variable based on whether more than one language is spoken in the movie or not (True = more than one language, False = just one language). For `genres`, we want to take a similar approach to see whether the movie is tagged for more than one genre (True = more than one genre, False = just one genre). Additionally, we want to transform the month, date, year format of the release date to just be the year. Lastly, before we begin EDA and further analysis, we are going to remove all 0s in the revenue and budget columns because we are not able to accurately impute the values; we have evidence to suggest that the original author of the dataset just put 0s instead of NAs.

Analysis approach

Variables of interest:

`vote_average`: This is the average rating given to the movie by viewers. We expect this to be correlated with the response variable, as good ratings will encourage more people to go see the movie, and if someone likes the movie they will be more likely to recommend it to their friends.

`spoken_languages`: This is the number of different languages spoken in the movie. We hypothesize that if a movie has more languages in it, it will appeal to a broader audience and therefore

earn greater revenue. We created a new variable from this variable called “multi_language” that categorizes movies with multiple languages as “TRUE” and movies with one language as “FALSE.”

budget: This is the amount of money spent on producing the movie. We expect movies with a larger budget to earn more revenue, as the production company has more resources to put into the movie.

runtime: This is the length of the movie. We think that people may be more willing to see shorter/average length movies, as it is less of a time commitment for them.

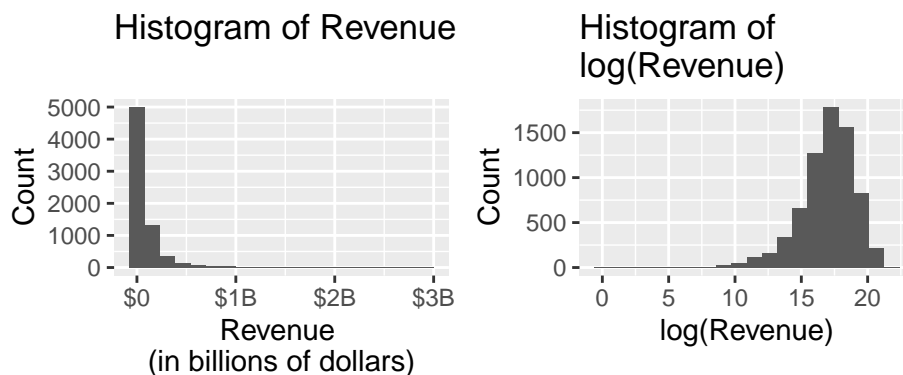
release_date: This indicates the day, month, and year that the movie was released. We expect that the year will greatly impact gross revenue because, for instance, movies released right before or during the pandemic will have very low gross revenue as no one was able to go to the theaters. We created a new variable from this variable called “year” that only accounts for only the year (yyyy) that the movie was released in instead of the original date (yyyy/mm/dd).

genres: This is a genre or list of genres associated with the movie. We expect movies tagged with more than one genre to appeal to a wider audience, thus driving up the number of people who go to see the movie and increasing gross revenue. We created a new variable from this variable called “multi_genre” that categorizes movies with multiple genres as “TRUE” and movies with one genre as “FALSE.”

Method of approach:

We plan to use multiple linear regression to predict gross revenue, but we will log transform gross revenue because we can see from our EDA (below) that revenue is extremely skewed in its original form.

Univariate EDA

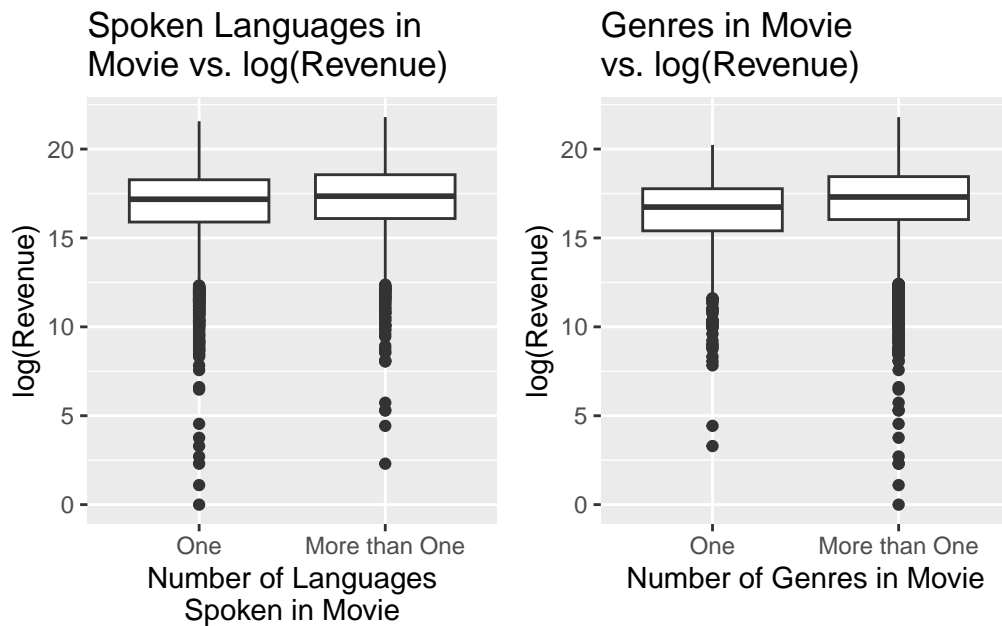


min	q1	median	q3	max	mean	sd
1	8334856	30099904	94458655	2923706026	91717069	178960324

The distribution of revenue is strongly skewed to the right. The boxplot suggests that we have a significant amount of outliers. The median is \$30,099,904 and our interquartile range is \$86,123,799.

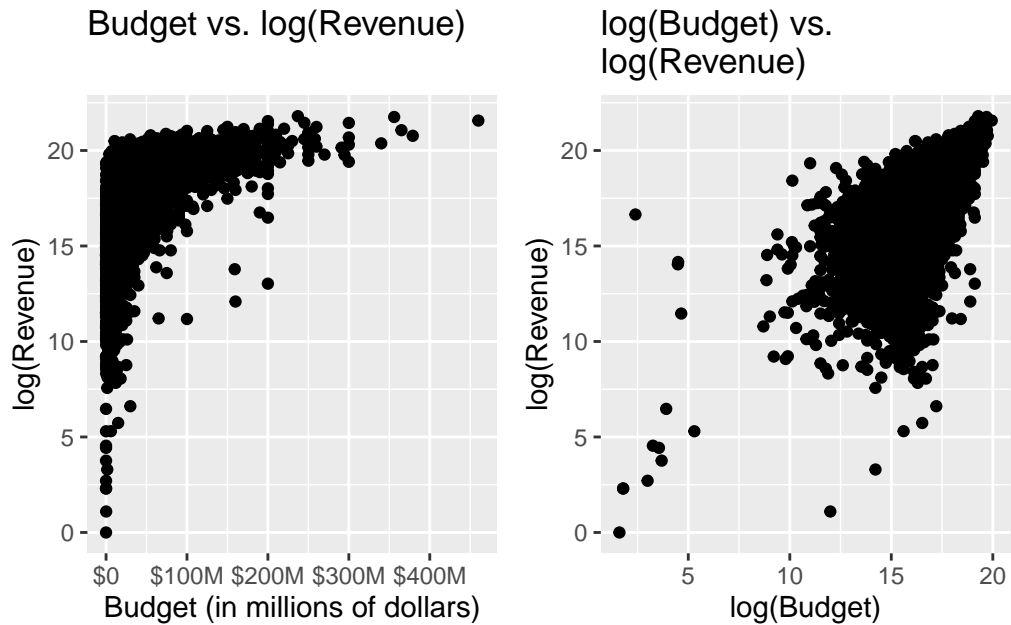
Following a log transformation, our response variable, logged revenue, has a slight left skew but is unimodal and very roughly normal. It has a significant number of outliers on the left side, and $\log(\text{Revenue})$ has a median of 17.22 and an IQR of 2.43.

Bivariate EDA

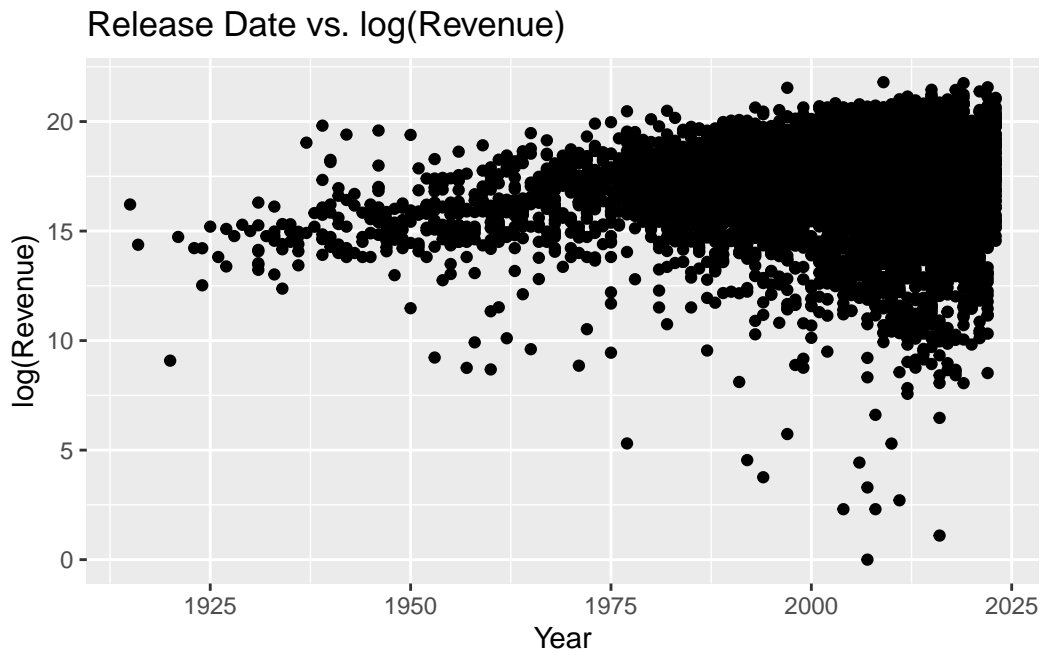


Based on the box plots for the number of spoken languages in a movie, it seems that whether one language was spoken or multiple were does not have much of an impact on the logged revenue. This is evident based on the overlapping of the two box plots.

Based on the box plots for the number of genres a movie is tagged for, it also appears that whether the movie is grouped into one genre or multiple genres does not have much of an impact on the logged revenue. Again, this is evident based on the overlapping of the two box plots.



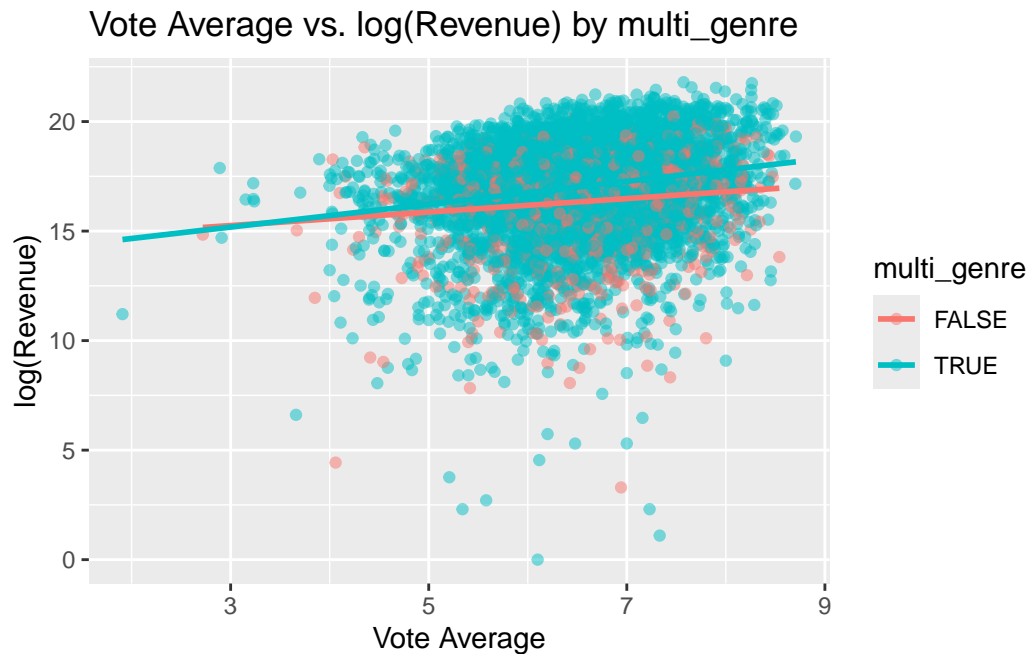
Because of the extreme curvature present in the graph of budget vs. $\log(\text{revenue})$, it makes sense to also do a log transformation on Budget in order to get the graph $\log(\text{budget})$ vs. $\log(\text{revenue})$ which is seen on the bottom right. The graph of $\log(\text{budget})$ vs. $\log(\text{revenue})$ has far less curvature and appears to take more of a linear shape than budget vs. $\log(\text{revenue})$.



According to the graph comparing year and $\log(\text{revenue})$, there is a positive, weak correlation. Movies with more recent years tend to have a slightly higher logged revenue, which makes sense in the context of inflation. There are many data points clustered between 1975 and 2023.

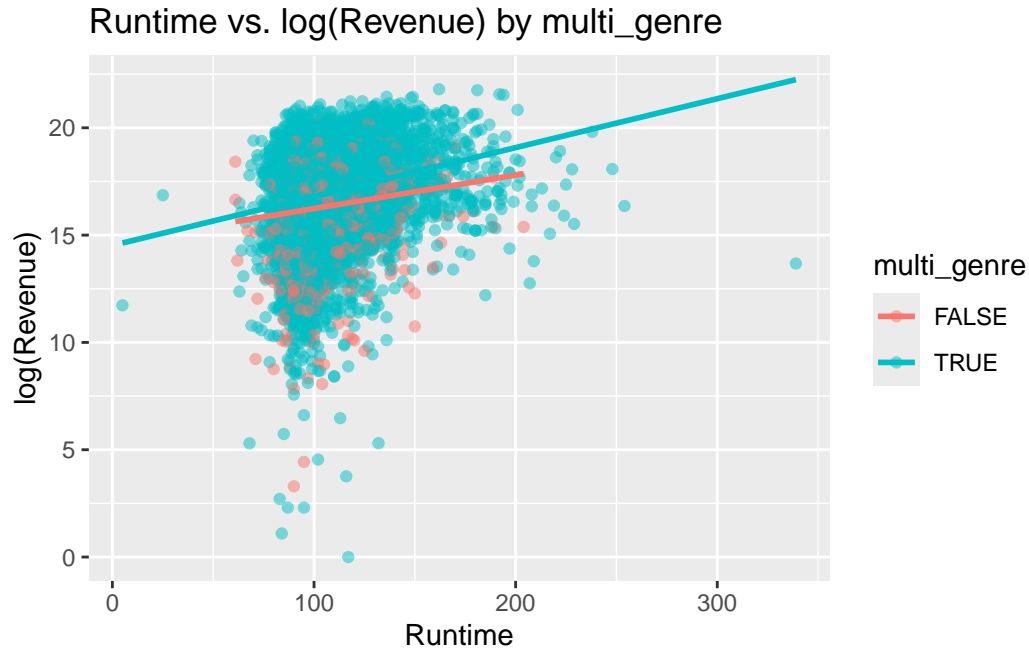
Interaction

First interaction we want to investigate is the genre and vote average. It is possible that the effect of `vote_average` on $\log(\text{revenue})$ differs based on if it is a multi-genre movie or if the movie is only of a single genre.



The slope of each line differs by a bit, so it is possible there is evidence of interaction, but further analysis is needed.

Second interaction we want to investigate is the genre and runtime. It is possible that the effect of movie runtime on $\log(\text{revenue})$ differs based on if it is a multi-genre movie or if the movie is only of a single genre.



The slope of each seems to differ slightly, but it seems that the effect of runtime on $\log(\text{Revenue})$ is marginally stronger for multi-genre movies. We intend to do further analysis later in this project to investigate these interaction effects as well as other interactions of interest.

Analysis

We start off by fitting a model with every term in it.

term	estimate	std.error	statistic	p.value
(Intercept)	24.958	2.432	10.262	0.000
vote_average	0.594	0.067	8.899	0.000
log_budget	0.926	0.013	70.672	0.000
runtime	-0.012	0.003	-4.080	0.000
year	-0.013	0.001	-10.632	0.000
multi_genreTRUE	-1.379	0.453	-3.047	0.002
multi_languageTRUE	-0.059	0.041	-1.448	0.148
runtime:multi_genreTRUE	0.011	0.003	3.357	0.001
vote_average:multi_genreTRUE	0.040	0.072	0.558	0.577

[1] 0.4662012

Then we fit a base model without the interaction terms.

term	estimate	std.error	statistic	p.value
(Intercept)	23.542	2.391	9.844	0.000
vote_average	0.623	0.026	24.217	0.000
log_budget	0.925	0.013	70.568	0.000
runtime	-0.003	0.001	-2.733	0.006
year	-0.013	0.001	-10.543	0.000
multi_genreTRUE	0.035	0.054	0.646	0.518
multi_languageTRUE	-0.056	0.041	-1.375	0.169

[1] 0.464987

Based off of our lm output for the base model (No interaction terms), it looks as if there is significant statistical evidence to suggest that vote_average, log_budget, runtime, and year all are useful predictors for log(revenue), as the p-values for each of these coefficients are all very close to 0. However, there are issues with using the multi_genre and multi_language because their coefficients have p-values on the larger end, suggesting that they may not be useful variables to add to our model.

We were also suprised that the year coefficient has a negative value, as that would imply that as the movie is more recent, the log(revenue) decreases, which is interesting.

Next, we will take care of the issue of multicollinearity by using the VIF to see which predictor variables could have correlation.

vote_average	log_budget	runtime	year
1.212047	1.267771	1.296056	1.160600
multi_genreTRUE	multi_languageTRUE		
1.031545	1.043336		

Based off of our VIF function, it seems as if there are no variables that raise issues of multicollinearity because all of our variables have a VIF much lower than 10.

- augment + look at residuals to see if constant variance and normality of residuals is satisfied
- anova/f-test to compare. (when comparing, do we use AIC, BIC, adj-r^2 , or RMSE?)