Microsoft's Movie Studio Analysis



Overview and Summary

01

Business Issue: Microsoft is looking to break into the show business by starting their own movie studio

Summary Findings: A comprehensive analysis of IMDB's and Box Office Mojo's database of movies reveal several key insights that Microsoft can leverage when deciding what kind of movie to produce. Results reveal that Microsoft should aim to release movies with the below characteristics.

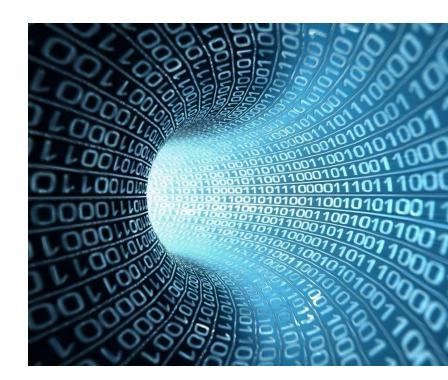
- A runtime between 80-100 minutes
- Themes of action and adventure
- Involvement of notable persons in the crew such as Brian Baucum and Paul Greive

The Data

02

 IMDB contains detailed movie data such as genre, year, rating, cast, production, and more

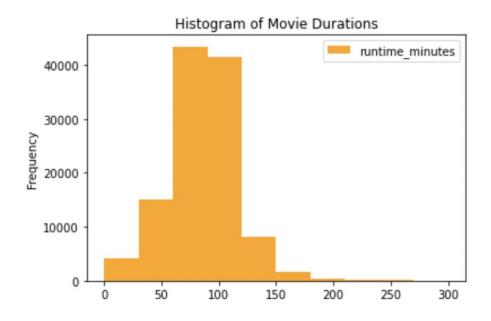
 Box Office Mojo summarizes financial data for each movie, showing its performance through gross proceeds

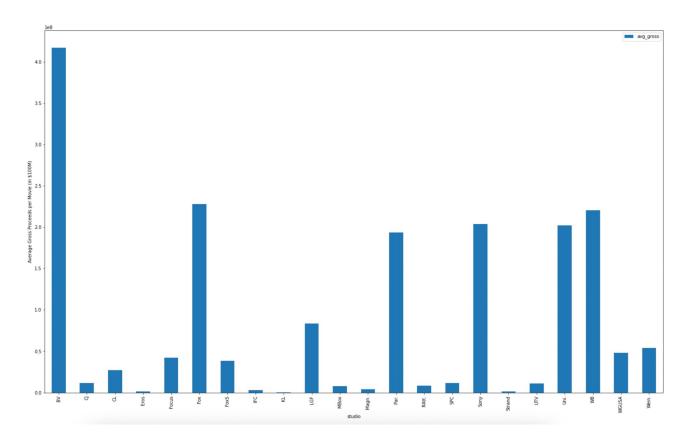


Results

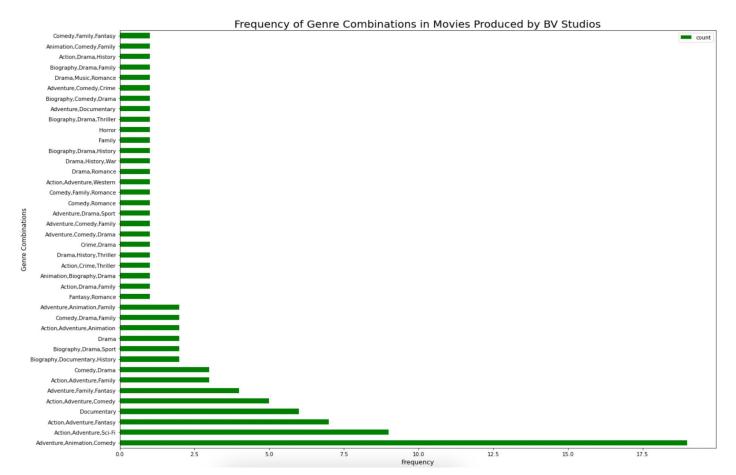
03

The average movie on IMDB runs for 86
minutes, with most of the movies in the
database just below or above 100 minutes

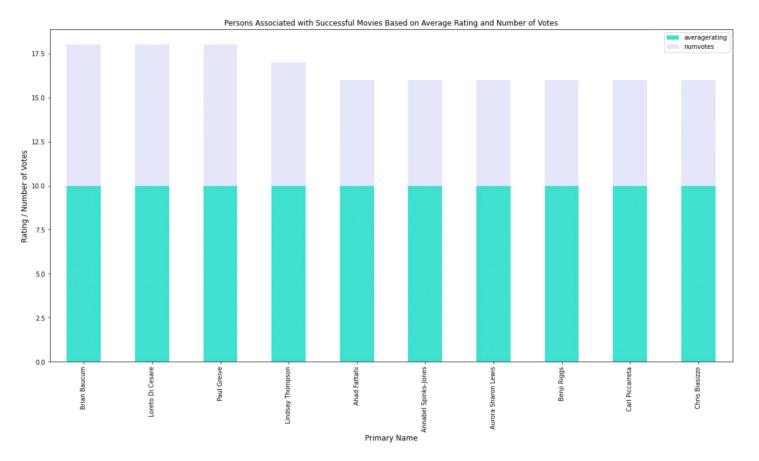




BV Studios is the most successful in the space based on its financial performance, yielding the **highest total gross proceeds per movie** among major studios



Of the movies released by BV Studios, they often produce shows with adventure/animation/comedy themes, followed by action/adventure/sci-fi and action/adventure/fantasy



The 10 most successful movies from IMDB based on average rating and number of votes have notable crew members involved, including Brian Baucum, Loreto Di Cesare, and Paul Greive, among others

O4 Conclusions

- 01 | Identify certain characteristics of successful movies
- 02 | Produce films that are in line with average times, not too long or short
- 03 | Understand which competitors capture most of the market
- 04 | Hire experienced crew members with a good track record

05 Considerations

- 01 | Compare available budget and gross proceeds
- 02 | Analyze changes in popularity over different years
- O3 | Leverage data from streaming platforms for metrics like replays







