



# MICROSOFT STUDIOS

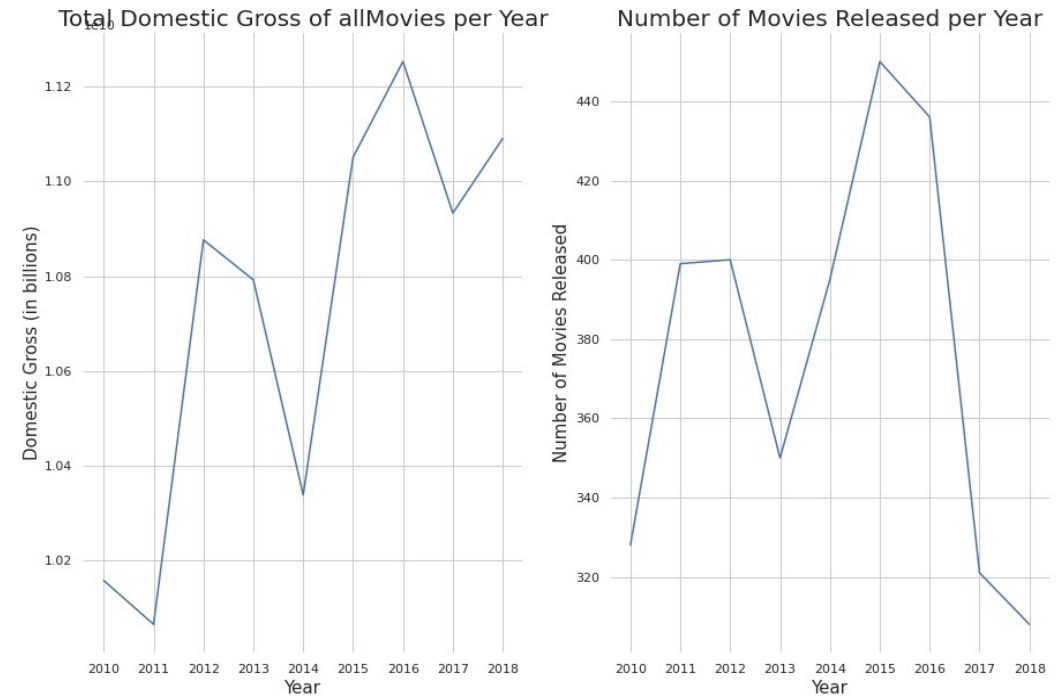
Data Analysis and Recommendations

## Top 10 Average Domestic Grossing Studios

- ### Number of Studio Releases by Genre
- 
- This horizontal bar chart displays the number of movies released by ten studios across twenty different genres. The studios listed on the y-axis are BV, Fox, LG/S, LGF, P/DW, Par., Sony, Uni., WB, and WB (NL). The x-axis represents the 'Number of Movies Released', ranging from 0 to 60. A legend on the right, titled 'genre\_list', provides a color key for the genres: Action (light red), Adventure (orange), Animation (yellow), Biography (light green), Comedy (green), Crime (dark green), Documentary (teal), Drama (blue), Family (light blue), Fantasy (medium blue), History (dark blue), Music (purple), Romance (pink), Sport (light purple), Sci-Fi (blue), Thriller (dark blue), War (purple), Western (pink), Horror (light pink), Musical (pink), and Mystery (pink).
- | Studio  | Action | Adventure | Animation | Biography | Comedy | Crime | Documentary | Drama | Family | Fantasy | History | Music | Romance | Sport | Sci-Fi | Thriller | War | Western | Horror | Musical | Mystery |
|---------|--------|-----------|-----------|-----------|--------|-------|-------------|-------|--------|---------|---------|-------|---------|-------|--------|----------|-----|---------|--------|---------|---------|
| BV      | 23     | 55        | 34        | 8         | 5      | 12    | 4           | 17    | 12     | 9       | 4       | 4     | 4       | 9     | 4      | 4        | 4   | 4       | 4      | 4       | 4       |
| Fox     | 42     | 50        | 52        | 18        | 11     | 41    | 1           | 18    | 8      | 13      | 1       | 1     | 1       | 13    | 1      | 1        | 1   | 7       | 5      | 1       | 1       |
| LG/S    | 8      | 14        | 7         | 11        | 1      | 11    | 1           | 11    | 1      | 5       | 3       | 3     | 3       | 7     | 1      | 1        | 1   | 5       | 1      | 1       | 1       |
| LGF     | 25     | 14        | 27        | 11        | 1      | 26    | 1           | 8     | 4      | 8       | 1       | 1     | 1       | 16    | 1      | 1        | 1   | 7       | 1      | 1       | 1       |
| P/DW    | 1      | 6         | 5         | 1         | 1      | 1     | 1           | 1     | 1      | 1       | 1       | 1     | 1       | 1     | 1      | 1        | 1   | 1       | 1      | 1       | 1       |
| Par.    | 28     | 25        | 28        | 6         | 4      | 28    | 1           | 1     | 1      | 7       | 1       | 1     | 1       | 14    | 1      | 1        | 1   | 11      | 1      | 1       | 1       |
| Sony    | 31     | 27        | 44        | 14        | 1      | 26    | 1           | 1     | 1      | 4       | 1       | 1     | 1       | 17    | 1      | 1        | 1   | 1       | 1      | 1       | 1       |
| Uni.    | 32     | 47        | 60        | 16        | 8      | 40    | 1           | 1     | 1      | 5       | 1       | 1     | 1       | 28    | 1      | 1        | 1   | 11      | 1      | 1       | 1       |
| WB      | 42     | 35        | 34        | 18        | 9      | 50    | 1           | 1     | 1      | 6       | 1       | 1     | 1       | 12    | 1      | 1        | 1   | 13      | 1      | 1       | 1       |
| WB (NL) | 5      | 8         | 19        | 5         | 1      | 15    | 1           | 1     | 1      | 6       | 1       | 1     | 1       | 9     | 1      | 1        | 1   | 9       | 1      | 1       | 1       |

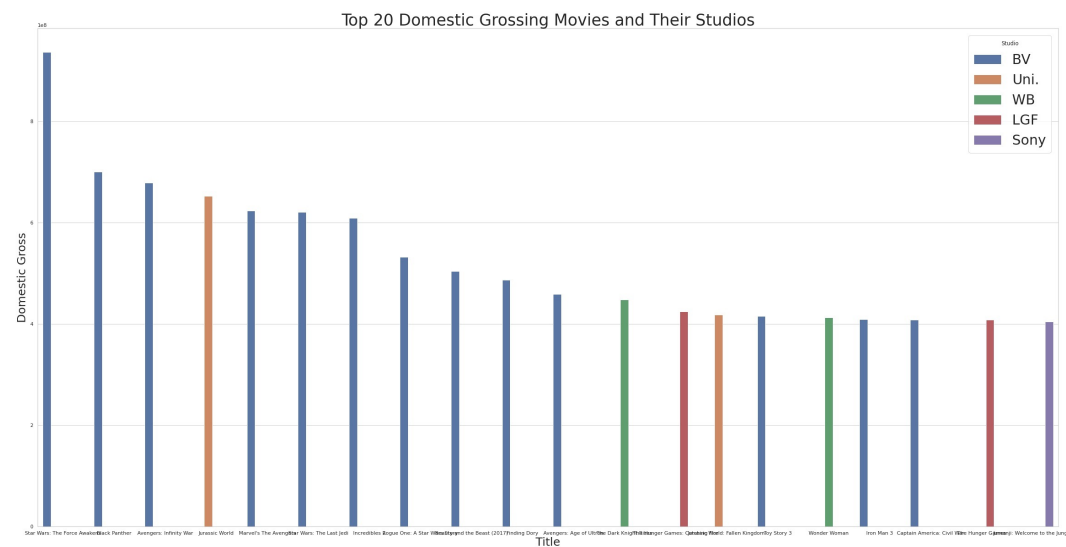
# EXECUTIVE SUMMARY

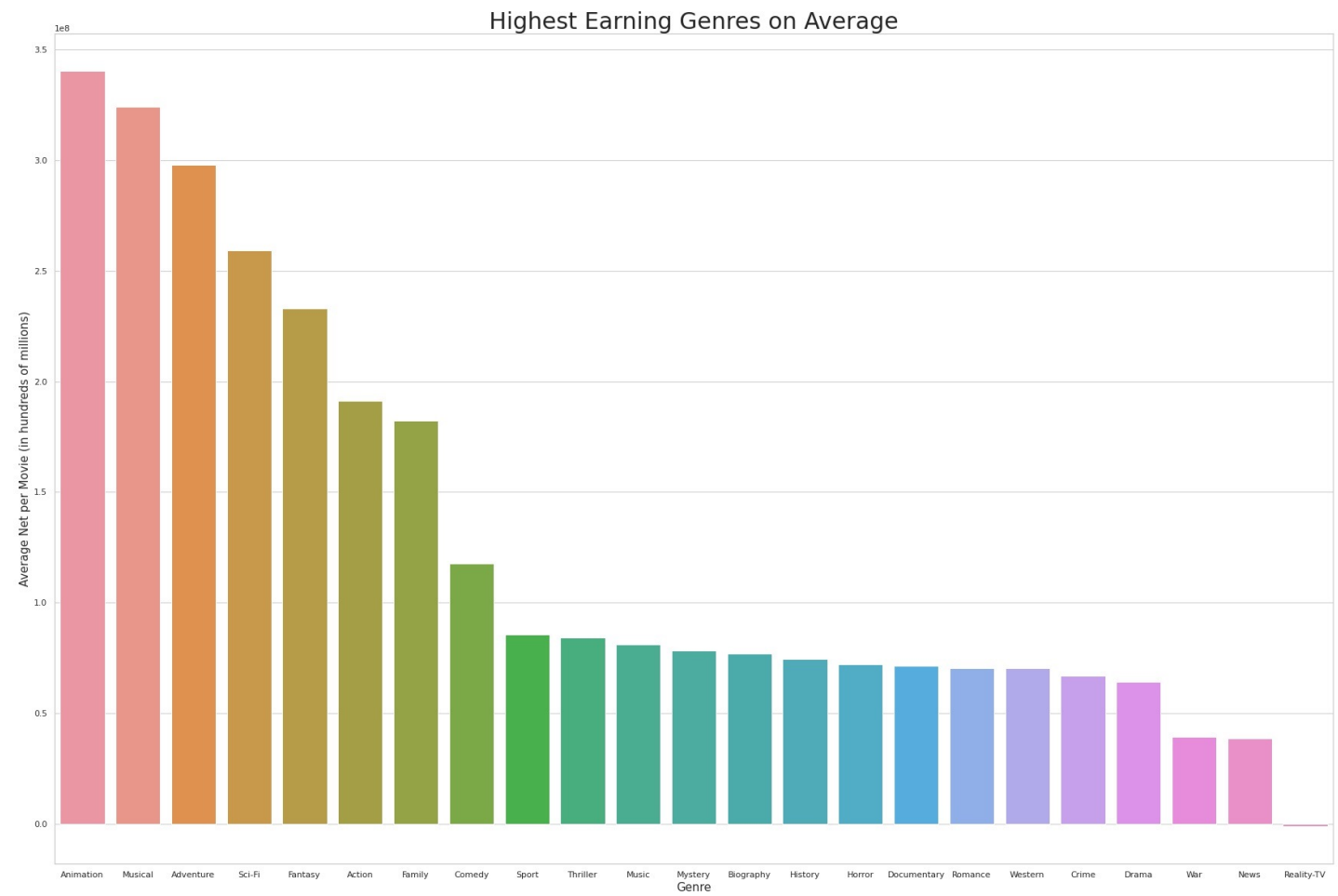
- Microsoft Studio's entry into an already highly competitive industry dominated by behemoths like Disney and Sony is groundbreaking.
- It needs to produce attractive, appealing, and successful movies if it wants to be able to compete with its competitors on the big screen.
- With less and less movies being produced each year, there is a ever shrinking size of the pie to be left available; yet the pie grows bigger every year..



## 1

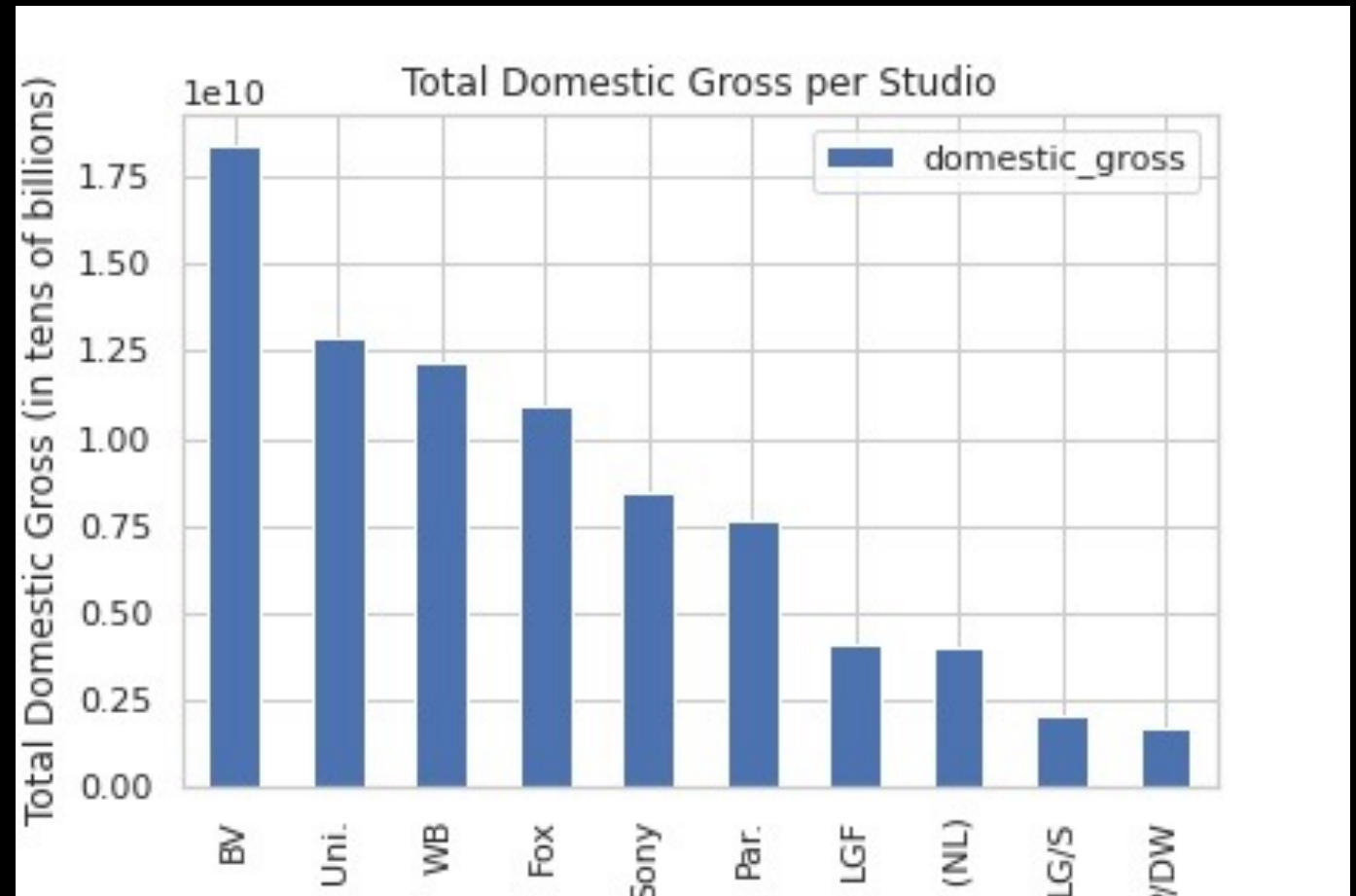
- Here, I am recommending Microsoft incorporate a live-action animated movie studio into their entry into the movie production business.
- In determining the success of a movie, statistics like *Domestic Gross* were analyzed against genres, and the highest grossing movies were observed.





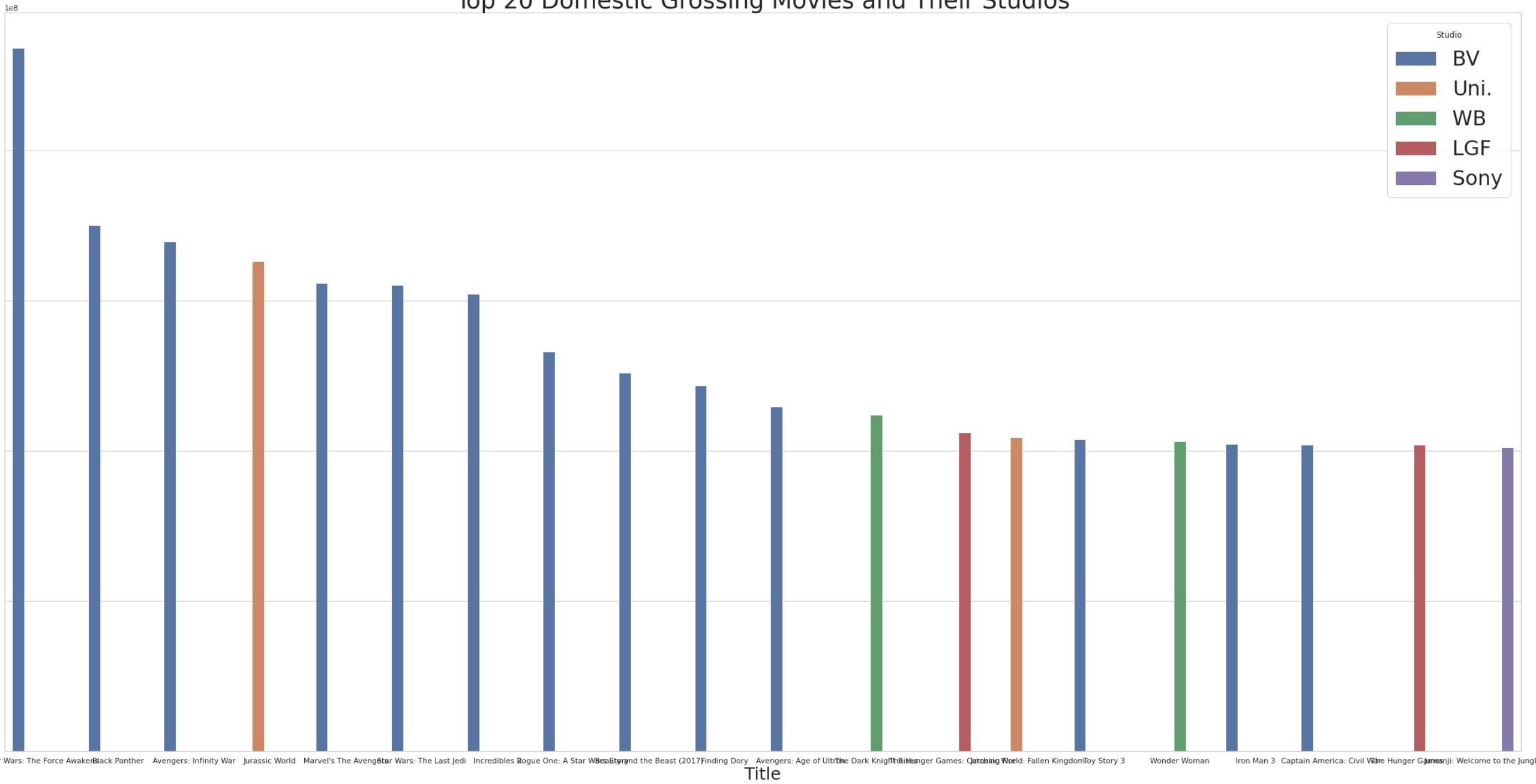
# RECOMMENDATION 2

- The second proposal to Microsoft involves acquiring rights to one of three franchises currently owned by Disney:
  - 1. Star Wars
  - 2. Marvel
  - 3. Jurassic Park



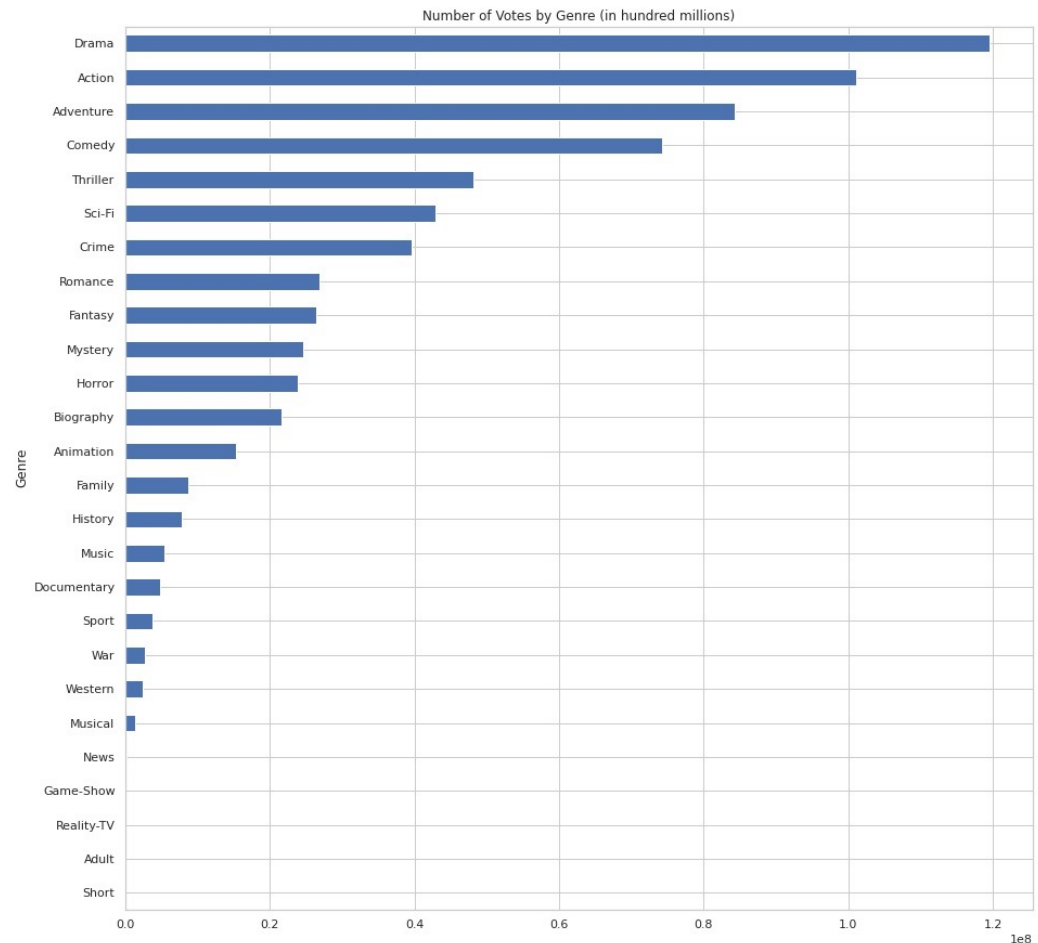


## Top 20 Domestic Grossing Movies and Their Studios



# RECOMMENDATION 3

- As Microsoft builds its studio and begins to release one blockbuster after the other, it should explore releasing a spin-off drama series.
- The more compelling content is, the more its audience will want to engage with it.





# METHODS

- Several CSV/TSV files were used in this EDA/recommendation. All were converted into DataFrame type objects, whose features were subsequently grouped, mathematically operated on, and visualized to provide analysis to support the recommendations.
  - Genre breakdown was particularly important in this analysis. The gross data per genre and the studio breakdown were observed in this case to support certain conclusions about certain genres.
  - We also looked at a sample size of the top 20 domestic grossing films released. This data directly backs one recommendation, while slightly lending to the others. I believe there is something of value to be extracted from the info about these 20 films.
  - To emphasize the strength of these recommendations, it is shown early in the Executive Summary that less films on average are being released as time goes on; yet, the domestic gross for the films released continues to climb as time does the same. This factors out the assumption that more movies released per year may be contributing to a higher overall domestic gross, which would skew our analysis.

# CONCLUSION

- Microsoft Studios fights an uphill battle against industry standards in box office; however, with growing consumer demand for content accompanied by growth as shown in the average gross rising year over year, it is well poised to establish itself as a production studio that releases successful, quality films.
- The recommendations herein are not binding; they should be used as guidelines to guide stakeholders' business decisions when asking the question, *"What kind of movie should we make?"*.

Figure 1. This is the cover art for The Movies. The cover art copyright is believed to belong to Lionhead Studios and Activision. Retrieved from [https://en.wikipedia.org/wiki/The\\_Movies](https://en.wikipedia.org/wiki/The_Movies). Copyright Lionhead Studios/Activision 2022

