Movie Analysis for Microsoft Studios

GROUP 4

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Agenda

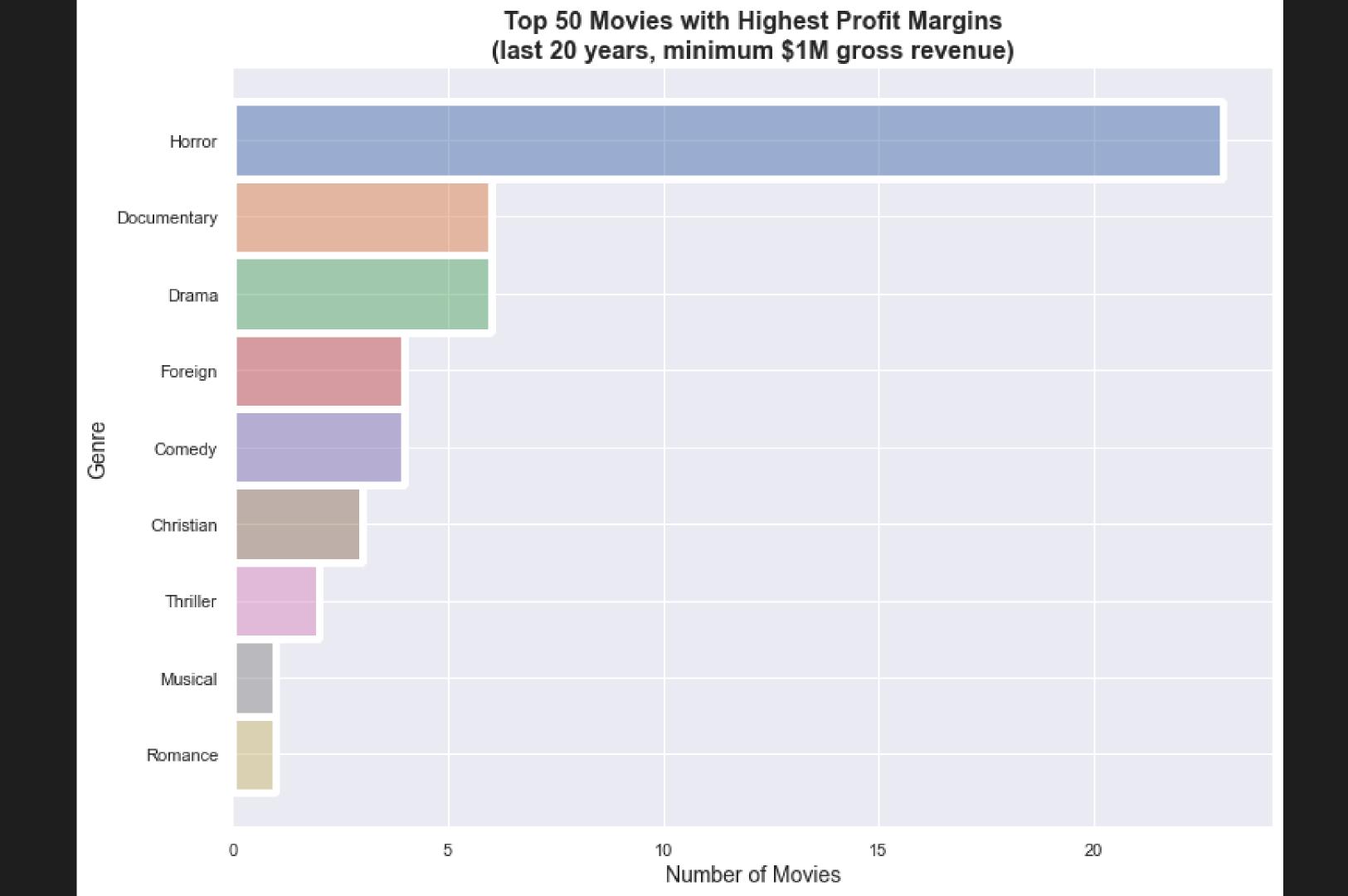
1 Entry Point

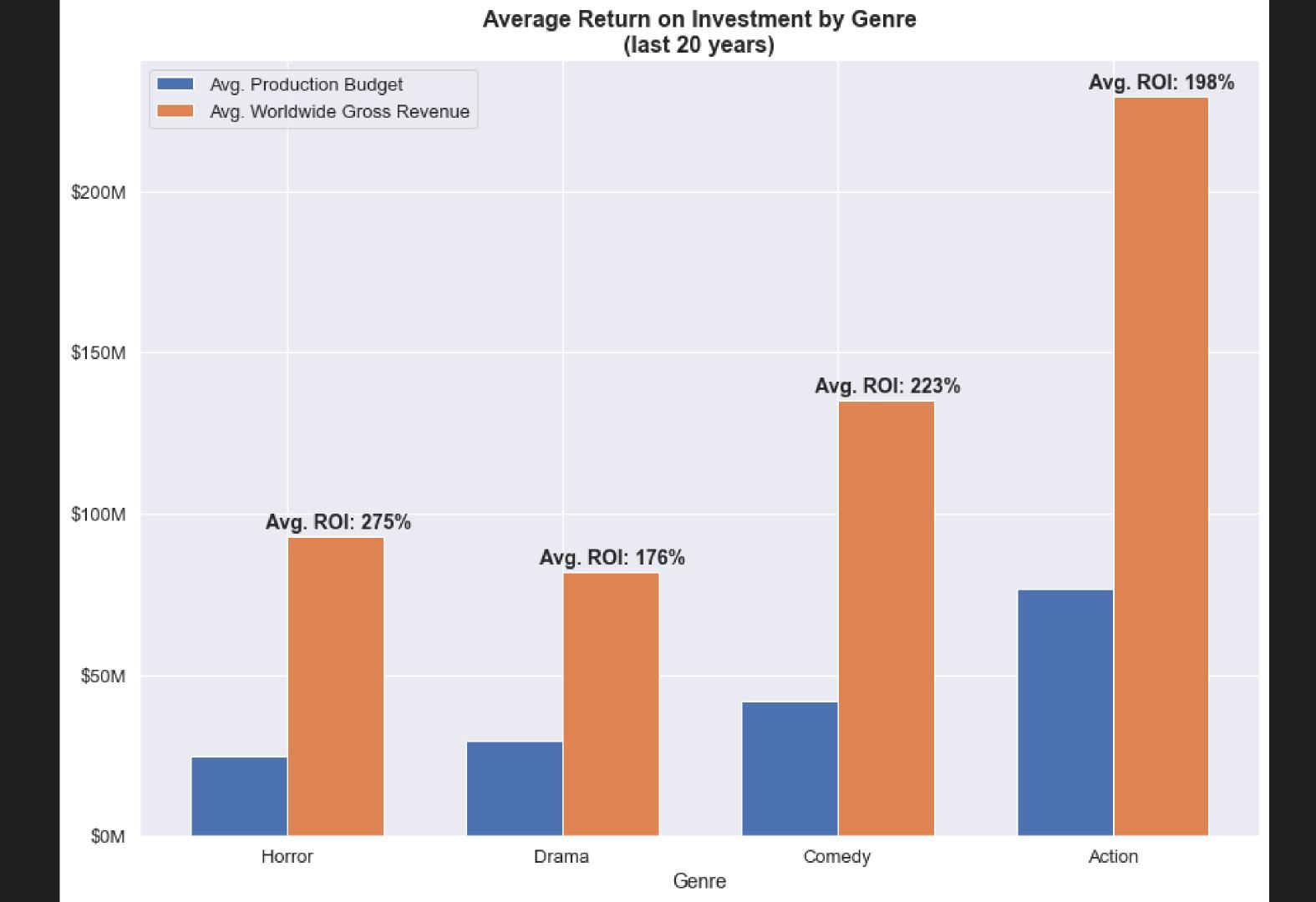
2 Blockbusters

Competitors and IP

4 Seasonality

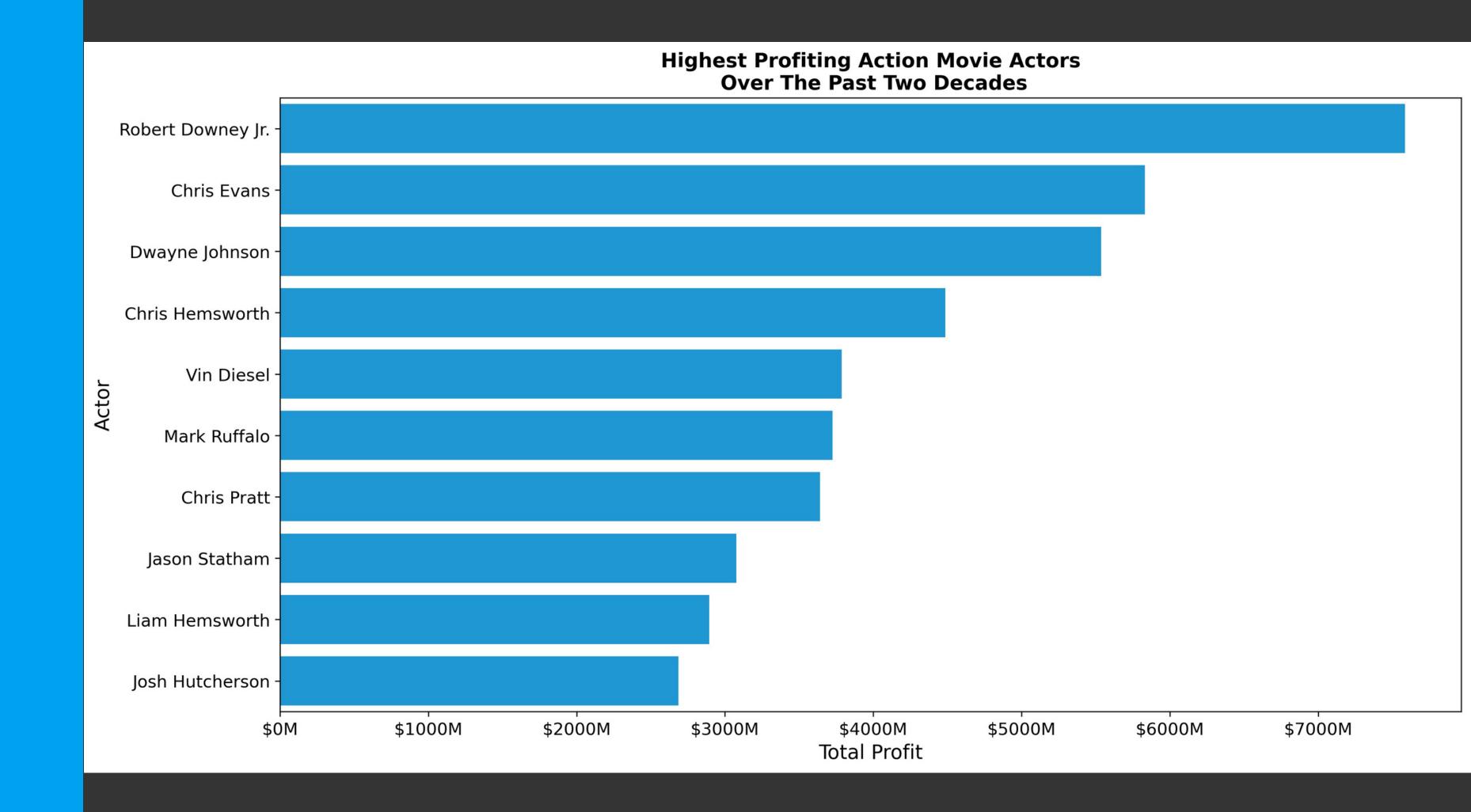
Entry Point into the Industry: Horror Movies

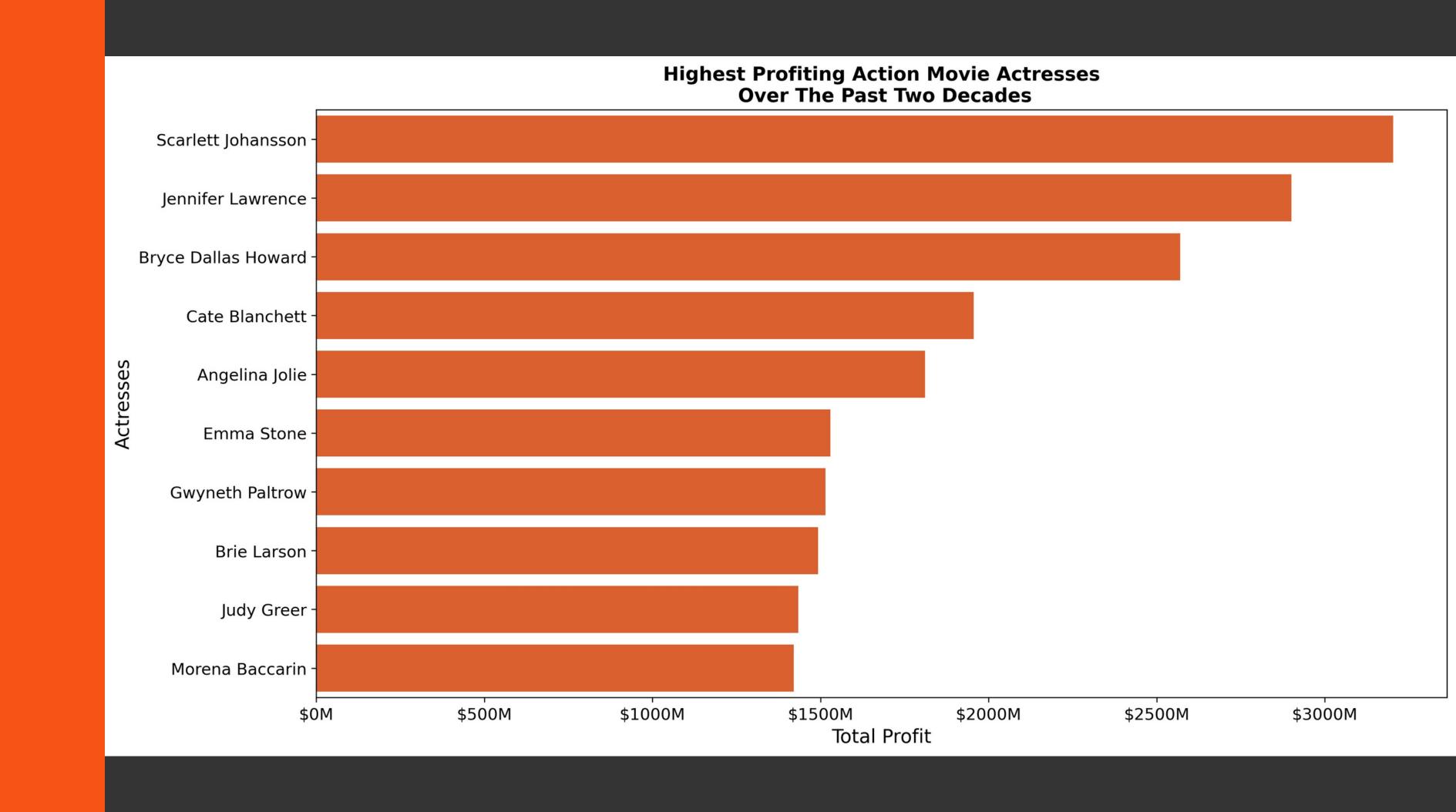




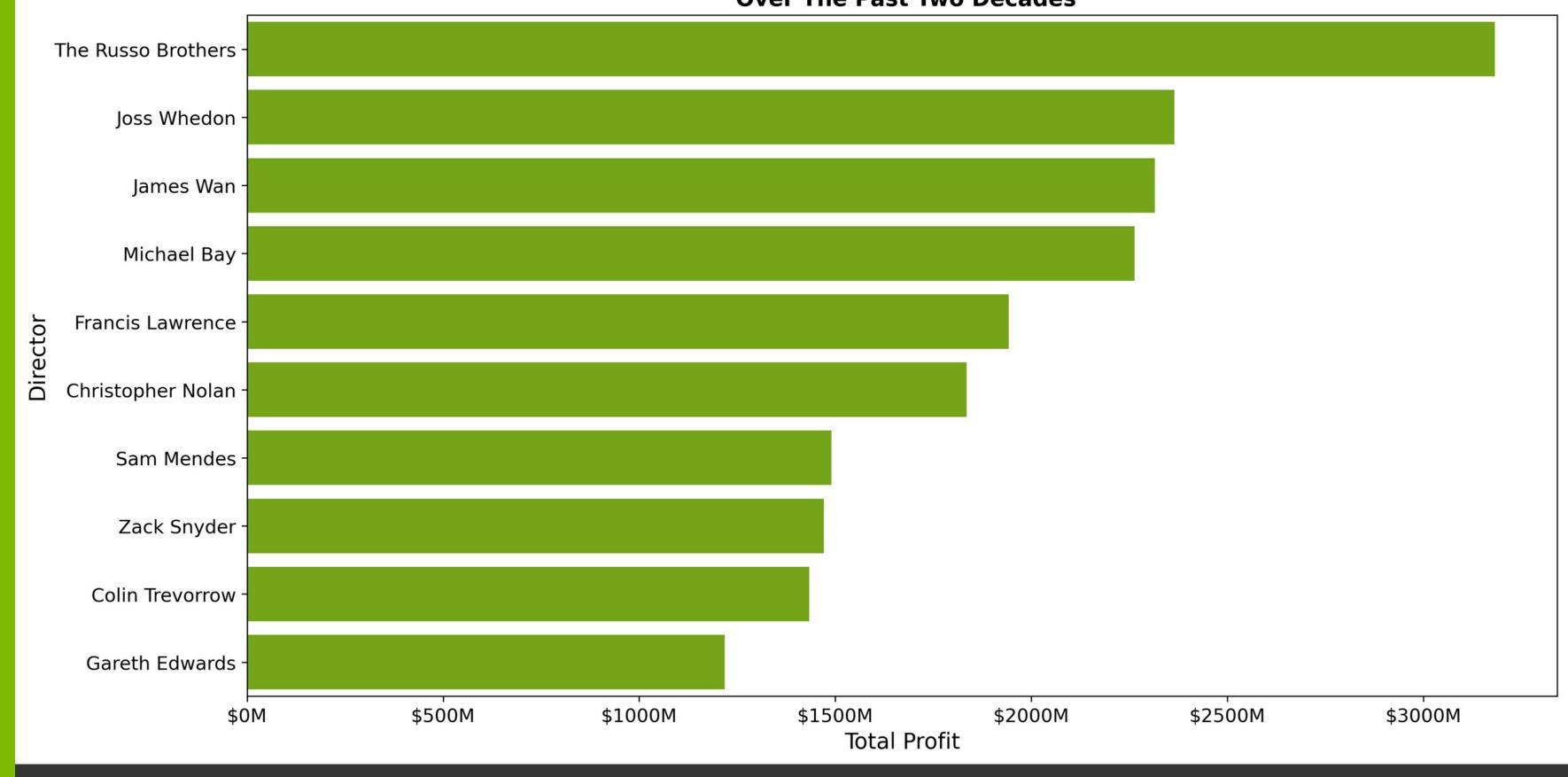
- Early focus making horror movies
 - Low avg. cost
 - High avg. profit margins

Blockbuster Analysis: The Most Valuable Names in Hollywood



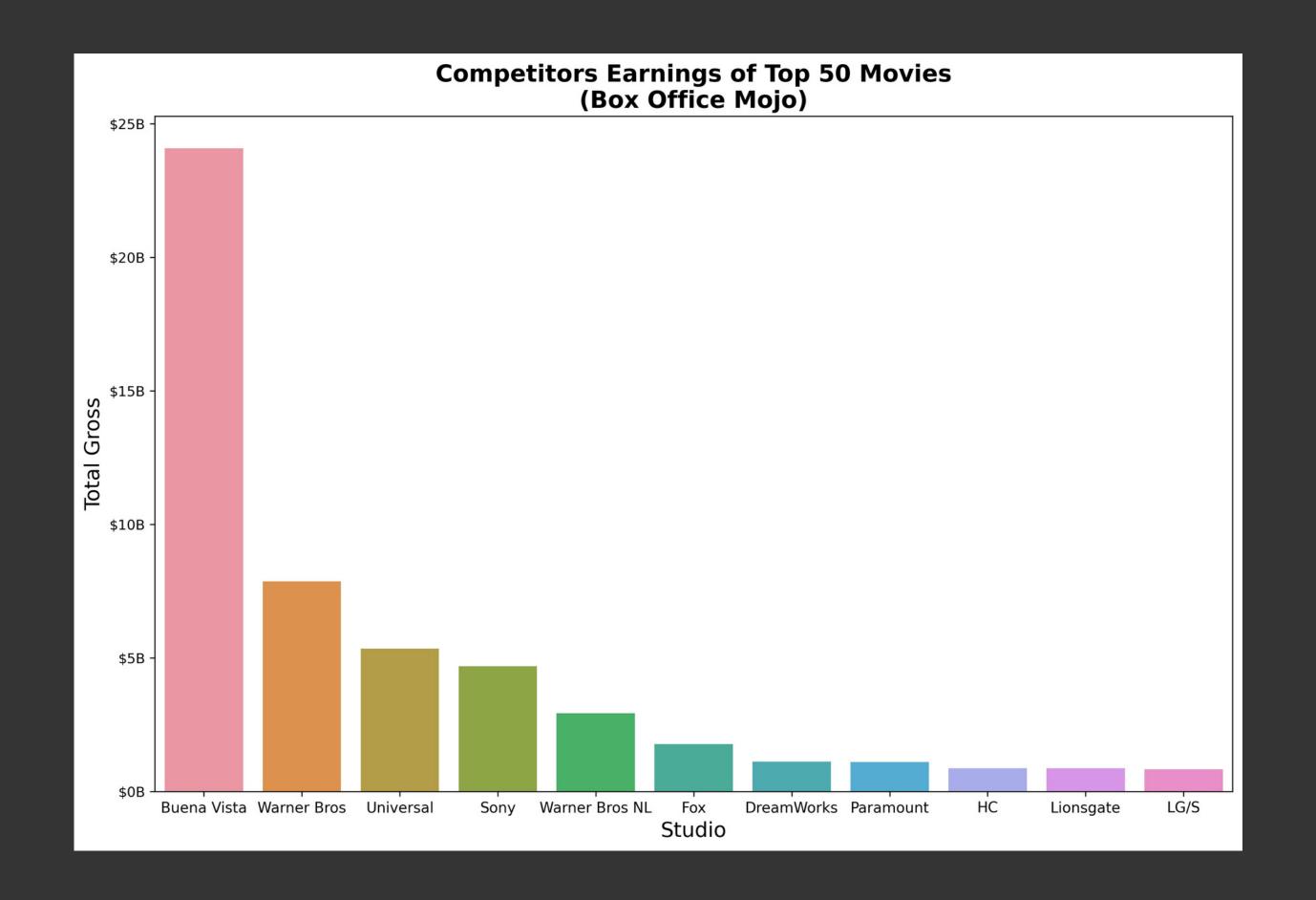






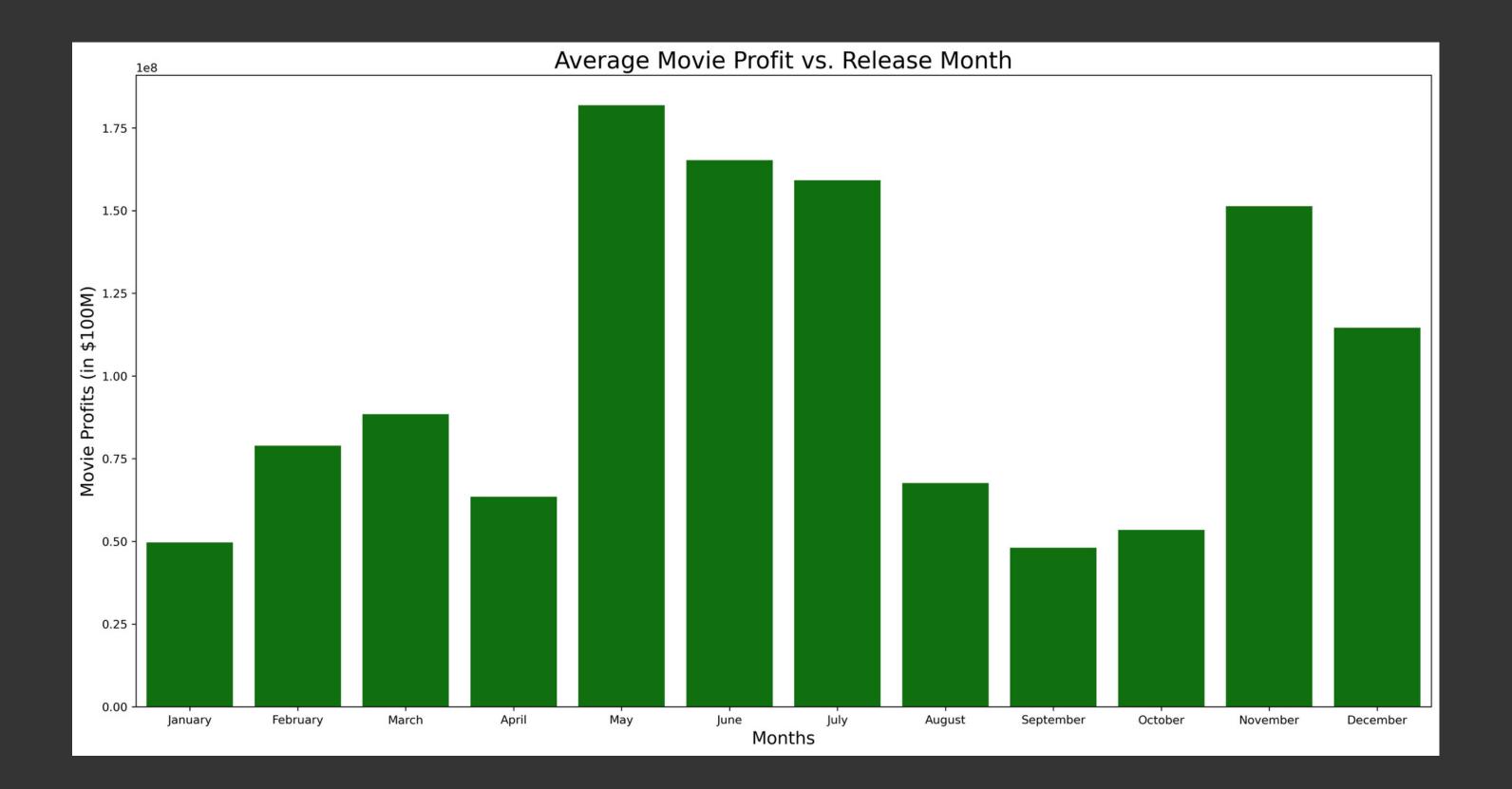
Big names bring in big profits

Keeping Up with the Competition



- Model studio after biggest competition
 - Adapt Microsoft games

Seasonality



• Release big budget movies in May, June, or July.

+

1 Start with high ROI genres

Conclusions

Work with directors who yield the highest revenues

Compete with larger studios by adapting current videogame IP

Release movies in May, June or July

Thank you!

Please reach out with any questions

Contact Us





Steven Addison



<u>Sumedh Bhardwaj</u>



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