

Can movie producers predict their next hit?

Alex Chung
Shan He
Nathaniel Schub

School of Information, UC Berkeley

Problem:

Movie producers have trouble predicting the success of their investments.



King Arthur made \$39.1 million and cost \$175 million!

Solution:

Mine public data on movies to see if certain variables relate to box-office success.

 Language
 Actors
 Region
 Genre
 Producer
 Run time
 Release
 ...

Early signals from our data:

It pays to be an American producer.

It pays to make an adventure film.

It pays to make a mega-franchise film like Harry Potter.

It pays to release mid-year.

It pays to keep your runtime under 200 minutes.

These findings deserve further analysis.

Acquisition and organization of information

Data Acquisition

TMDb API

TMDb is a community built movie and TV database

https://www.themoviedb.org/documentation/api

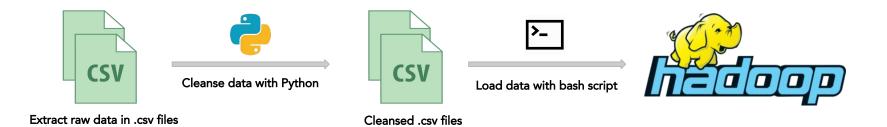
MovieLens | GroupLens

Rating datasets from the MovieLens web site, which feature a MovieLens 20M dataset (20M ratings on 27,000 movies by 138,000 users)

https://grouplens.org/datasets/movielens/

Acquisition and organization of information

Data ETL



Architecture and Implementation Details

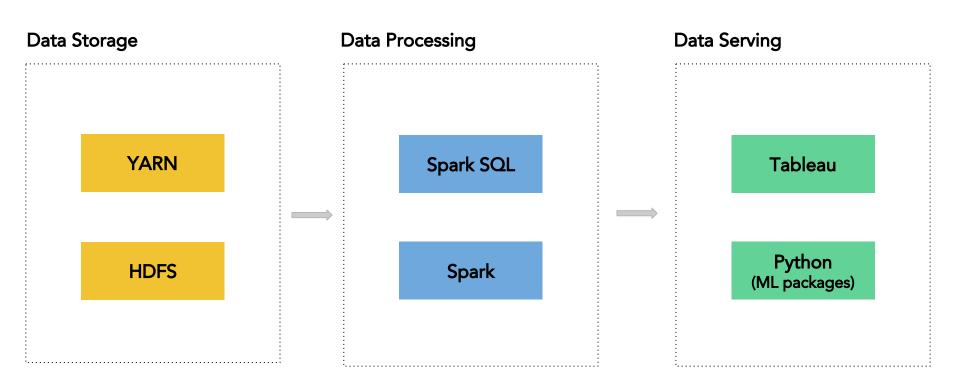
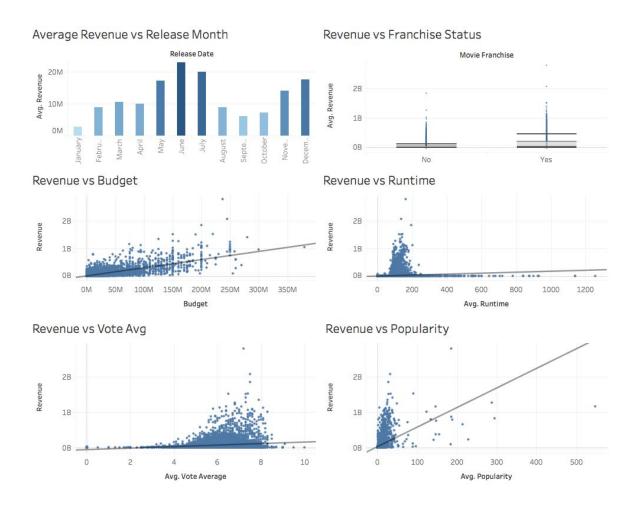


Tableau: Key movie revenue analysis

From the data collected, we looked into the relationship between Revenue and key variables of interest. And we have some interesting findings:

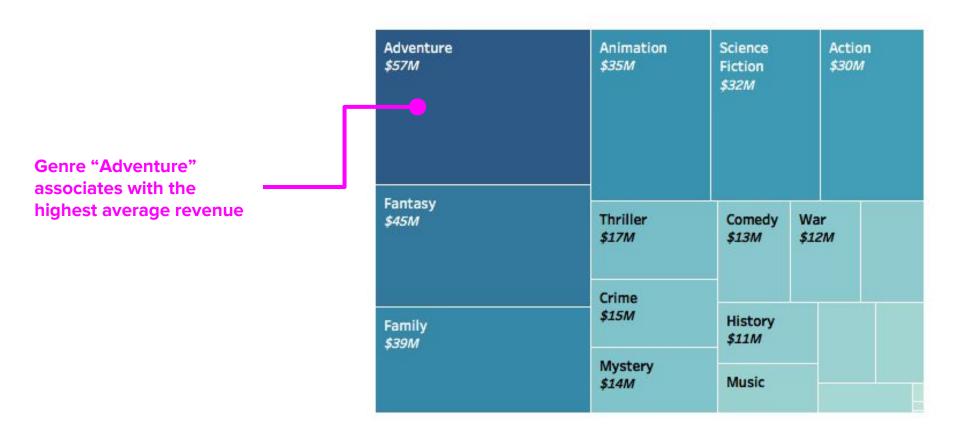


Findings: Total Revenue by Country

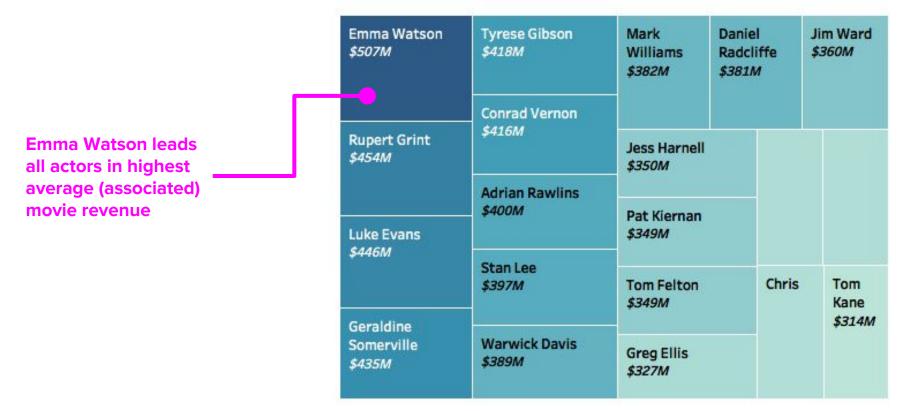


In our dataset, US movie producers generated the highest gross revenue.

Findings: Average Revenue by Genre



Findings: Top 20 actors* by average revenue



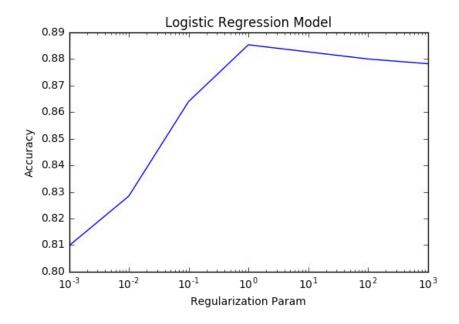
^{*} actors casted in less than 10 movies are excluded from the list

Machine Learning Model

We chose a Logistic Regression model to help producers predict whether their next movie will be a success, based on:

- Title
- "Adult" movie or not
- Franchise or not
- Budget, adjusted for inflation
- Genre (action, romance, etc)
- Release Month

Accuracy for L2 Logistic Regression Model was >88%



Machine Learning Model Results

Logistic Model coefficients indicate which factors have the most effect on whether a movie is a blockbuster*

Increasing log odds: franchise, budget, animation, wedding, dragon... December, June

Decreasing log odds: war, next, wild, death, heaven, January, April

```
stack[stack[:,1].argsort()]
                                        stack[stack[:,1].argsort()]
      [u'Thriller', u'0.111225257869'],
                                                 [u'09', u'-0.325605602493'],
      [u'07', u'0.183723083853'],
      [u'four', u'0.186070645337'],
                                                 [u'death', u'-0.346711506818'],
      [u'movie', u'0.19862401239'],
                                                [u'03', u'-0.362726006107'],
                                                 [u'Action', u'-0.367460655877'],
      [u'Comedy', u'0.265058721344'],
                                                [u'Horror', u'-0.371909753977'],
      [u'king', u'0.287361474103'],
                                                 [u'space', u'-0.382798084625'],
      [u'love', u'0.319195235147'],
                                                [u'04', u'-0.413441809567'],
      [u'06', u'0.374026574929'],
                                                [u'boys', u'-0.420444318114'],
      [u'Family', u'0.401259603749'],
                                                 [u'heaven', u'-0.438848597272'],
      [u'12', u'0.417430445917'],
                                                 [u'meet', u'-0.512960480947'],
      [u'kill', u'0.586455979785'],
                                                 [u'legend', u'-0.588710115692'],
      [u'Romance', u'0.612692589653'],
                                                [u'blue', u'-0.619316291634'],
      [u'with', u'0.675149767802'],
                                                [u'01', u'-0.650842688166'],
      [u'dragon', u'0.805016905578'],
                                                [u'life', u'-0.654408525991'],
      [u'wedding', u'0.90339667866'],
                                                [u'dark', u'-1.07468133022'],
      [u'Animation', u'1.11412856526'],
                                                [u'wild', u'-1.4051654451'],
      [u'budget adj', u'1.33789462611e-08'
                                                 [u'next', u'-1.55507959666'],
      [u'Franchise', u'1.54591126133']],
                                                [u'War', u'-1.80026895421'],
     dtype='<U32')
```

^{*}defined as movies with at least 100M in income (revenue - budget) in our model. Definitions may vary from other sources

Machine Learning Model Testing

When we enter **Jumanji** into the logistic regression model, it gives Jumanji only a 40% chance of being a blockbuster.

```
title is_blockbuster adult Franchise budget_adj genre jumanji 1 FALSE 0 1.044501e+08 Adventure

runtime release_month
104.0 12
```

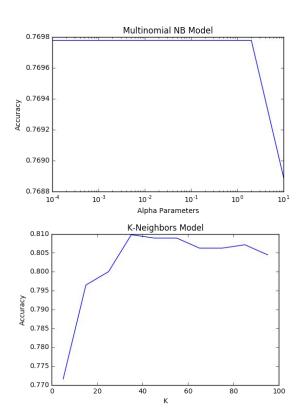
Model is still a bit too conservative-only 231/1125 test movies were blockbusters, but and the model predicted that there would be 182

```
[ 0.59593585  0.40406415]
```

Machine Learning Model Comparison

Multinomial Naive Bayes model was too aggressive, predicting that almost 300/1125 movies would be blockbusters

K-Nearest Neighbors Model was too conservative, predicting 139/1125 movies would be blockbusters



Scaling and Limitation

Scaling Strategies

- 1. Expanding dataset to global, non-English markets
- 2. Incorporating other sources of review data like Rotten Tomatoes
- 3. Incorporating other sources of revenue like video-on-demand sales
- 4. Analyzing live conversations on Twitter and other social media

Limitations

- 1. Lack of unobserved variables (e.g. creativity of plot, human values embodied in movies, acting skills) that can be highly relevant to movie revenue
- 2. Community-generated data can be infrequent and inconsistent
- 3. Lack of reporting on non-ticket (e.g. merchandise) revenue data

