

Summary

Microsoft is considering opening a movie studio and is seeking input on how best to achieve success in this venture.

My completed analysis will provide insight to promote a successful launch into this new industry.

Outline

- Business Problem
 - How I see it...
- Data
 - What I used...
- Methods
 - How I used it...
- Results
 - What I found from it...
- Conclusions
 - What I am recommending...



Business Problem

So you want a piece of the movie-making pie, but you don't know where to start... Who could blame you!

Here are the things you should be considering:

- Genre
- Movie Length
- Ratings

Data

IMDB - well known source for film information

- Title Basics dataset of 146,144 titles
- Title Ratings dataset of 73,856 title numbers

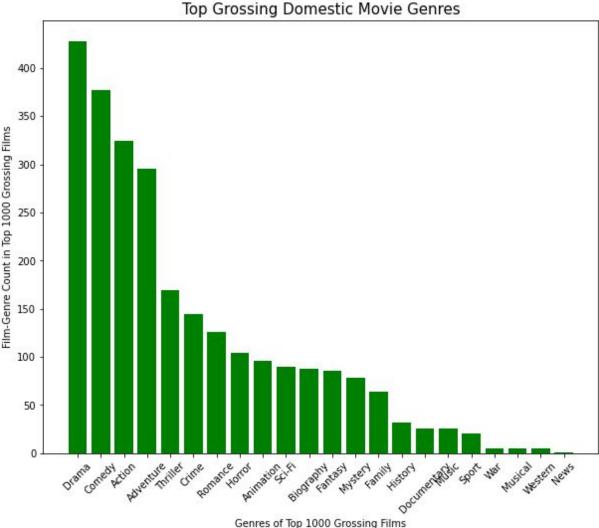
<u>Box Office Mojo</u> - IMDB company, dedicated to tracking box office revenue in an algorithmic manner

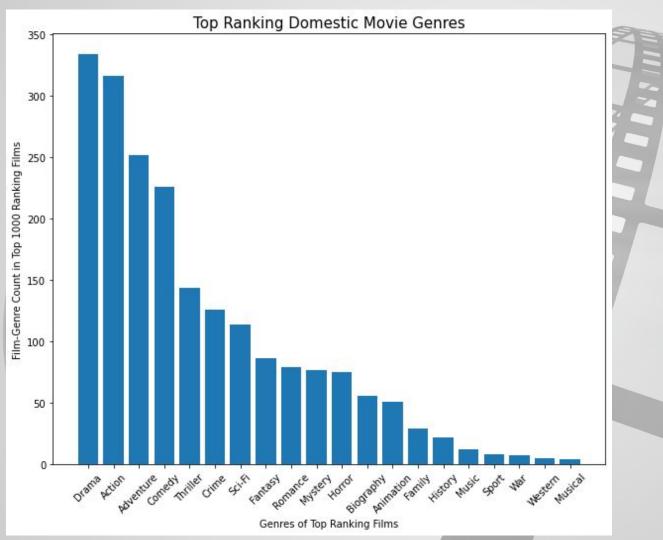
Gross Profit Data for 3387 titles both domestic and foreign markets



Using exploratory data analysis, statistics, and data visualization, I identified what I believe to be important factors in a films success rate.





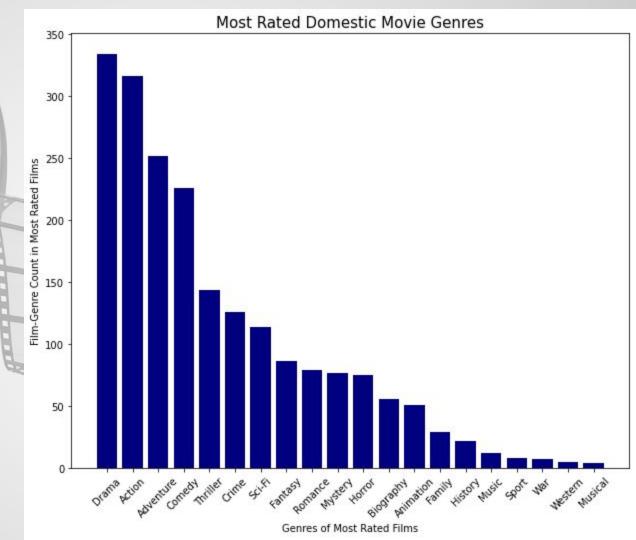


Results Genres cont.

The 1000 films with the highest average rating have very similar results in terms of genres.

Results Genres cont.

Lastly, films with the most number of overall ratings are in line with top performing average rating and gross profit genres.

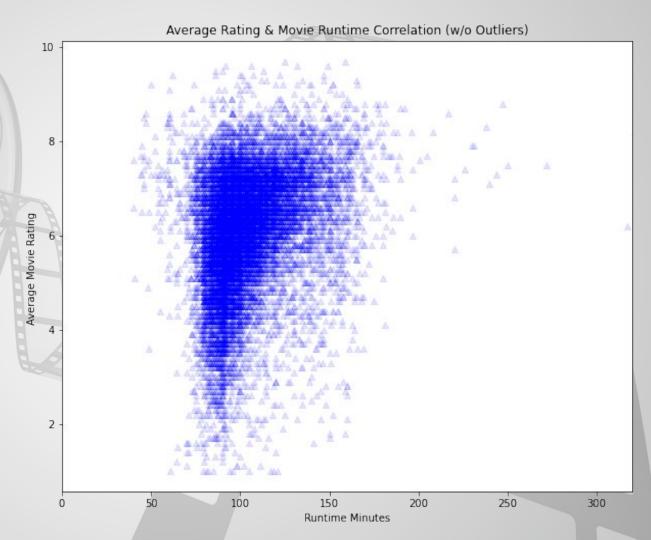


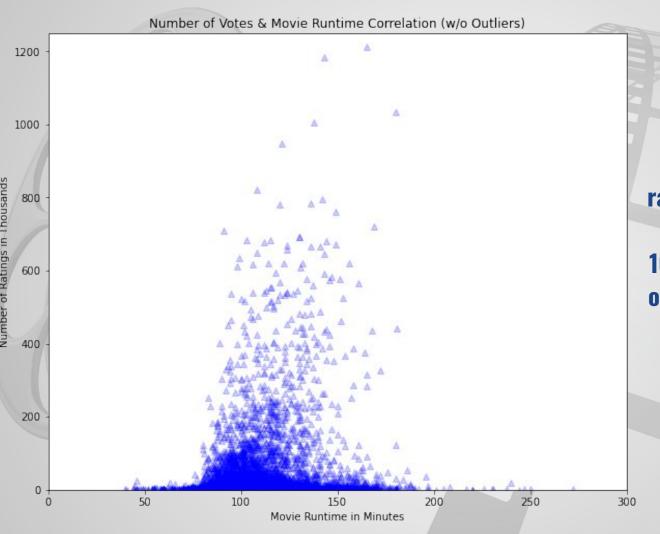
Results

Movie Length

How long should the movie be?

The scatter plot here shows a runtime range for optimal average rating.





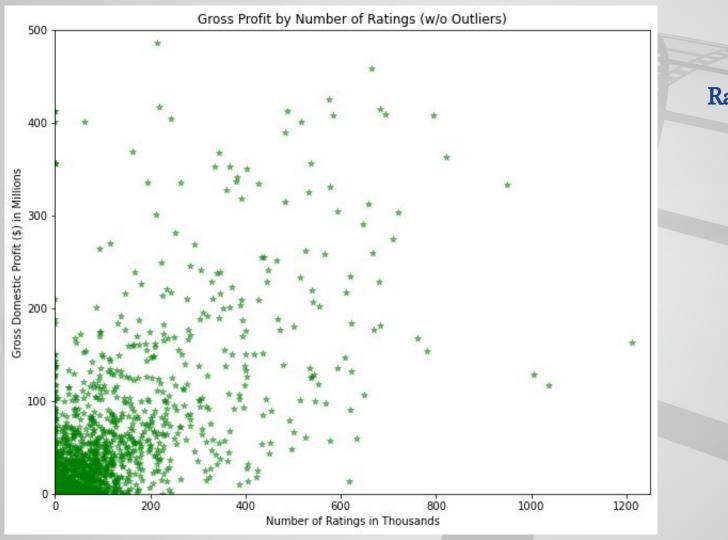
Results

Movie Length cont.

Inline with the average rating correlation, we see clustering around the 100-120 minute mark for overall number of ratings as well.







Results

Rating importance cont.

In Conclusion...

- Target Adventure, Action, Comedy and Drama genres.
- To maximize ratings, stay around 120 minutes.
- Go for volume.

Limitations of this analysis include:

COMING SOON

- lack of in depth insight into individual genres and their relationships due to code complications causing skewed data
- lack of analysis into crew and timing of release due to time constraints - these would be variables worth analysis at a later date



Email: ashley@eakland.net

GitHub: @smashley-eakland

LinkedIn: https://www.linkedin.com/in/ashleyeakland/