

Pricing an Option on Movie Revenue

Theory and Application

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Instruments on Entertainment Revenue

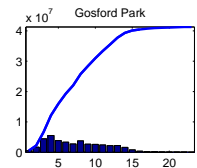
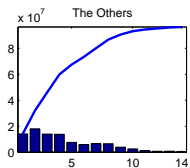
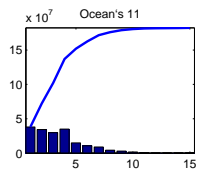
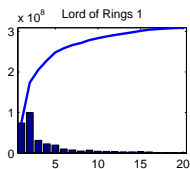
Contingent claims and related contracts based on entertainment revenues:

- 1992 Disney Eurobond paid interest based on a formula tied to revenues from a package of movies
- Ideas put forth for creation of an Entertainment Industry Options Exchange (Risk, 1997)
- Bowie Bonds
- Attempts to create an electronic market for derivatives on box office receipts (Risk, 2004)
- Hollywood Stock Exchange

Increasing interest in the statistical aspects of entertainment, particularly movies.

Movie Revenue

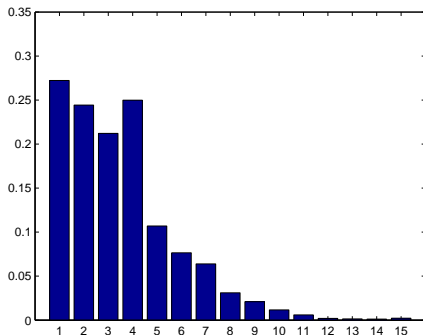
What are we trying to model?



Weekly and cumulative U.S. box office revenue for four example movies.

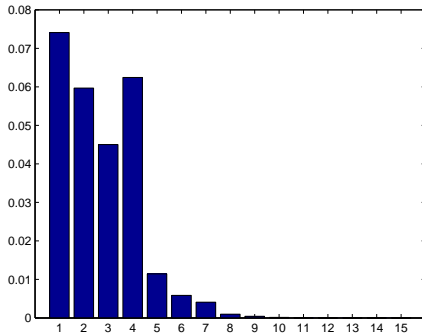
Movie Revenue

- Ocean's 11
- Returns as measured by reported budget of \$140,000,000



Movie Revenue

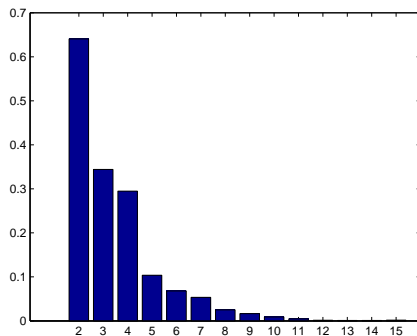
- Squared returns



▶ Jump to Bass Model

Movie Revenue

- Log returns



Movie Revenue

- Characteristics:
 - Short life span
 - Non-negative increments, non-decreasing cumulative revenue
 - Risk is highly concentrated at the start and resolved quickly
- Objectives:
 - Specify revenue model
 - Estimate model parameters before and during release
 - Price European options on movie revenue

Bass Model

- We start with Bass' (1969) model for the adoption of an innovation.
- The hazard function $h(t)$ is

$$h(t) = \frac{f(t)}{1 - F(t)} = p + qF(t),$$

where

$f(t)$ = cumulative adoptions with $F(0) = 0$

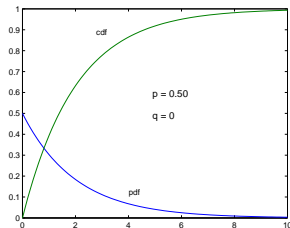
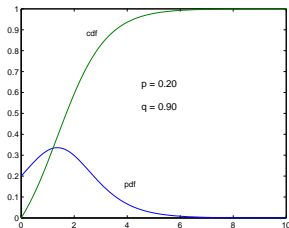
$$= \frac{1 - e^{-(p+q)t}}{1 + e^{-(p+q)t} q/p}$$

p = coefficient of innovation

q = coefficient of imitation

Bass Model

- Typical shapes of the Bass distribution



- Random variable is time to adoption for an individual

Bass Model

- Let m = maximum number of adopters (market potential).
- Under the Bass model, the adoption process is

$$n(t) = mF(t),$$

- such that the increment between times s and t is

$$n(t) - n(s) = m(F(t) - F(s)).$$

Bass Model Embedded in Gamma Process

- We model movie adoption as a Gamma process $N(t)$. The increments are Gamma-distributed such that

$$dN(t) \sim \text{Gamma} \left(\frac{m dF(t)}{\beta}, \beta \right).$$

- By the properties of the Gamma distribution, for arbitrary $s < t$,

$$\mathbb{E}(N(t) - N(s)) = m(F(t) - F(s)) = n(t) - n(s),$$

which calibrates the expected value to the Bass model.

Bass Model Embedded in Gamma Process

- Further,

$$\text{Var}(N(t) - N(s)) = m\beta(F(t) - F(s)).$$

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Related Work

- DeVany and Walls 1996, Elberse and Eliashberg 2003, Goetzmann et al. 2004, Neelamegham and Chintagunta 1999, Sawhney and Eliashberg 1996 (**Movie Revenue**)
- Bass 1969, Boswijk and Franses 2004 (**Bass Model and its Estimation**)
- Carr et al. 2006, Madan et al. 1990, 1991, 1998 (**Gamma Process**)

Setup

- Assumption: Movie revenue process uncorrelated with (stock) market risk.
- Start at time s , expiry at time T
- Cumulative revenue process $R(t) = aN(t)$, a average ticket price
- K strike price, $K_N := K/a$ strike price in adoption units.
- Call option payoff

$$\max\{0, R(T) - K\}$$

where $R(T)$ is revenue accumulated over the period $(0, T)$.

Pricing Formula

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$$C(s, T) = ae^{-r(T-s)} \mathbb{E}_s \max\{0, N(s) + U(s, T) - K_N\}$$

where $U(s, T) = N(T) - N(s) \sim \text{Gamma}\left(\frac{m(F(T) - F(s))}{\beta}, \beta\right)$.

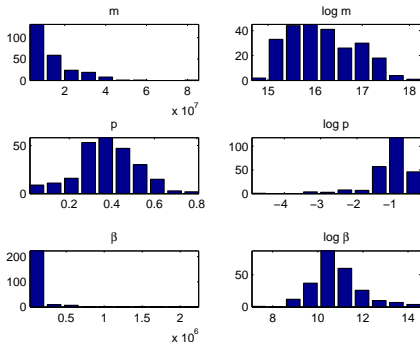
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$$C(s, T) = ae^{-r(T-s)} \int_d^\infty (N(s) + U(s, T) - K_N) g_U(u) du,$$

where g gamma density and $d = \max\{0, K_N - N(s)\}$.

1st Step: MLE

- For a database of released movies $i = 1, \dots, N$, estimate $\hat{\theta}_j$ by ML.
- We use 244 movies from 1998–2000.



2nd Step: Regression

- Log parameter estimates on movie characteristics.

-

$$y = \begin{cases} \begin{bmatrix} \log \hat{m}_1 \\ \vdots \\ \log \hat{m}_N \end{bmatrix} \\ \begin{bmatrix} \log \hat{p}_1 \\ \vdots \\ \log \hat{p}_N \end{bmatrix} \\ \begin{bmatrix} \log \hat{\beta}_1 \\ \vdots \\ \log \hat{\beta}_N \end{bmatrix} \end{cases} \quad X = \begin{bmatrix} \text{Genre} \\ \text{Initial Screens} \\ \text{Budget} \\ \text{Rating} \\ \text{Graphic} \end{bmatrix}$$

2nd Step: Regression

- For movie under study: Plug in characteristics $\implies \hat{\theta}_0$.

3rd Step: Bayesian Update

- Prior $f(\theta)$: From MLE step,

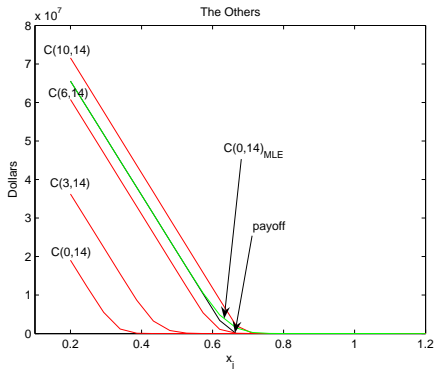
$$m, \beta \sim LN, \quad p \sim N.$$

- Likelihood of first observation [let $\alpha_1 = m(F(1) - F(0))/\beta$]

$$f(N(1) - N(0)|\theta) = \frac{1}{\beta^{\alpha_1} \Gamma(\alpha_1)} \Delta N(1)^{\alpha_1 - 1} e^{-\frac{\Delta N(1)}{\beta}},$$

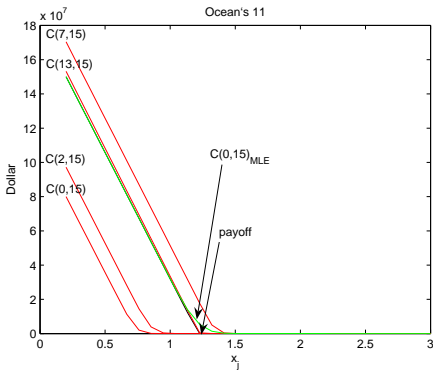
Example: “The Others,” 2001

- Option price profiles for updates



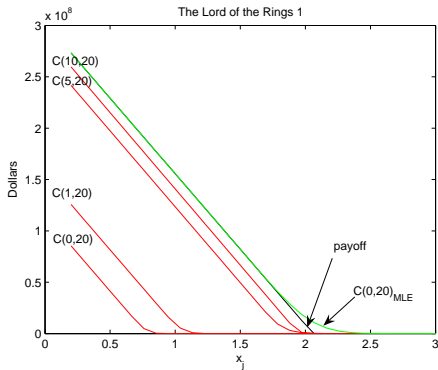
Example: "Ocean's 11," 2001

- Option price profiles for updates



Example: “Fellowship of the Ring,” 2001

- Option price profiles for updates



Summary

- Movie revenue model: gamma process with Bass embedded
- Option price formula
- Estimation of parameters and Bayesian update

- Outlook
 - Platform releases: non-trivial q
 - Control problem, portfolio problem
 - Tradable revenue