

Detailed Report

Detailed Report (≤ 3 pages)

TravelTide — Customer Segmentation for a Personalized Rewards Program

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1) Context & Business Goal

TravelTide seeks to increase retention by personalizing rewards around real behavior. Rather than predefining tiers, we used unsupervised learning to discover natural segments and then aligned a single most-relevant perk to each segment.

2) Data, Cohort & Feature Engineering

- Tables: users (demographics), sessions (engagement, bookings, discounts, cancellations), flights (itineraries, fares, bags), hotels (brand, rate, rooms, check-in/out).
- Cohort: sessions after 2023-01-04; users with > 7 sessions.
- User-level aggregation with engineered features (21 total), including:
 - Engagement: total_sessions, total_clicks, avg_session_duration_sec.
 - Outcomes: total_completed_trips (booked & not cancelled), booking_conversion_rate.
 - Spend: money_spent_flight, money_spent_hotel (discount-adjusted).
 - Travel scope: total_distance_km (Haversine), avg_trip_duration_days.
 - Behavior mix: flight_only_rate, hotel_only_rate, both_booked_rate.
 - Logistics: total_checked_bags, avg_days_booking_to_trip.
 - Loyalty: hotel_loyalty_score = $1 / \#$ distinct hotel brands (completed trips).
 - Risk/price sensitivity: discount_usage_rate, cancellation_per_booking_rate.
- Data quality considerations addressed:
 - Hotel nights: computed as $\max(\text{check_out}, \text{check_in}) - \min(\text{check_out}, \text{check_in})$ to prevent negative durations.
 - Cancellation sessions: excluded from finalized-behavior metrics; used a “completed_trips” CTE for outcomes.
 - Hotel brand proxy: split “hotel_name” on “Brand – City” for loyalty score.

3) Modeling Approach

- Preprocessing: standardization; log transforms for skew (spend, booking lead time).
- Model selection: compared K-Means, GMM, DBSCAN across 300+ variants (feature subsets, k from 4–8).
- Final choice: K-Means, $k=6$ with silhouette ≈ 0.474 . Selected for separation + interpretability.
- Validation: stable segment patterns in PCA projection; coherent behavioral distinctions aligned to business logic.

4) Segment Profiles & Perk Rationale

Cluster 0 — Premium Frequent Travelers ($\approx 26.9\%$)

- Highest conversion and spend; long distances; package-oriented (both-booked $\approx 78\%$).
- Perk: 1 Free Hotel Night with Flight — amplifies package behavior and partner value.

Cluster 1 — Change-Prone Travelers ($\approx 7.1\%$)

- High cancellations ($\sim 35\%$); long browsing; moderate spend; decent conversion.
- Perk: Free Cancellation — reduces commitment anxiety; encourages earlier booking.

Cluster 2 — Window Shoppers ($\approx 9.6\%$)

- Very low conversion ($\sim 3\%$); minimal spend and short sessions; many have zero trips.
- Perk: First-Booking Discount — unlocks the very first conversion.

Cluster 3 — Hotel Loyalists ($\approx 6.3\%$)

- Almost exclusively hotel-only; high brand concentration; long stays.
- Perk: Extended Stay Discounts — deepens loyalty; cost-efficient via hotel partners.

Cluster 4 — Serial Cancellers ($\approx 1.7\%$)

- Youngest; multiple bookings but 100% cancellations; no realized spend.
- Perk: “Travel or Credit” Offer — if they cancel, convert intent into future revenue.

Cluster 5 — Balanced Frequent Travelers (≈48.6%)

- Large, reliable base; steady bookings and low cancellations; balanced spend across products.
- Perk: Free Checked Bag + Hotel Upgrade — drives goodwill without over-subsidizing.

5) Go-Live Plan & Measurement

- Targeting: assign each user a cluster and send a perk-specific campaign (email/in-app).
- KPIs (per cluster and overall): conversion lift vs. control, cancellation rate delta, repeat-booking rate, ARPU, email CTR/OR, redemption rate, supplier contribution.
- Experiment design: 80/20 hold-out per segment; 2-week read; sequential testing for overlapping offers.
- Guardrails: cap perk cost per booking; monitor misuse and cancellation gaming.

6) Risks & Mitigations

- Data quirks in cancellation sessions → continue fixing flags upstream; rely on completed-trip logic in modeling.
- Segment drift over time → re-train quarterly; add seasonality features.
- Over-incentivizing high-value users → prefer experiential perks (upgrades, nights) over pure cash discounts.

7) Roadmap

- Short term: productionize the cluster assignment pipeline; launch initial perk tests.
- Mid term: add seasonality & recency features; expand to more recent data.
- Long term: train supervised uplift/recommendation model using A/B outcomes to automate perk assignment at scale.