# Tower of God Article Engagement Report

Key Insights

1. Page Views increased steadily over the 10-day period, peaking at 1700 views on Day 7.

2. Average time spent by users gradually increased, peaking at 6 minutes on Day 7.

3. Bounce Rate decreased, indicating improved user engagement.

Visualizations:

Bounce Rate Distribution for Tower of God Article

Bounced Users

33.9%

Engaged Users

66.1%
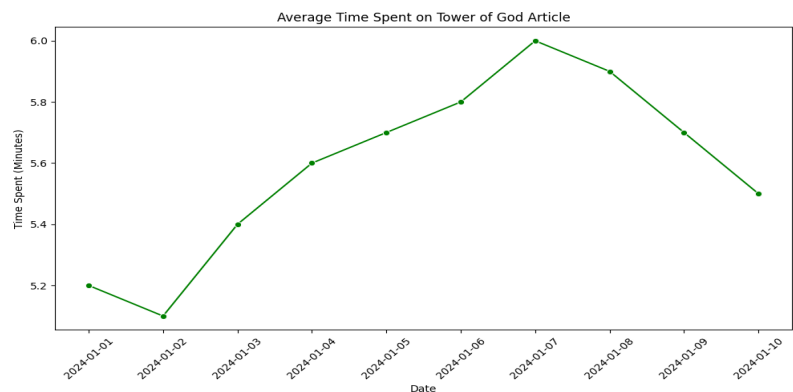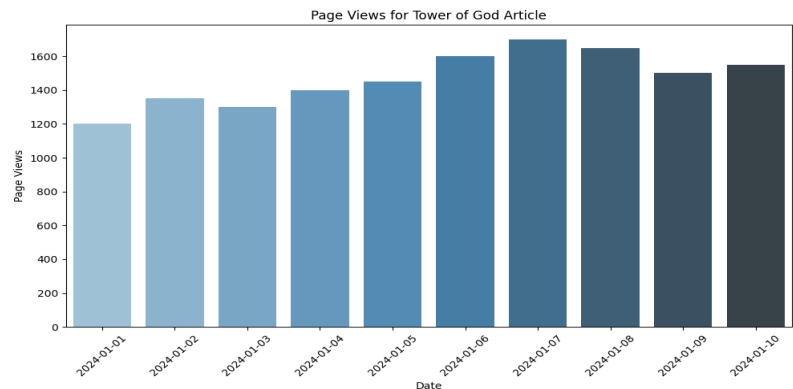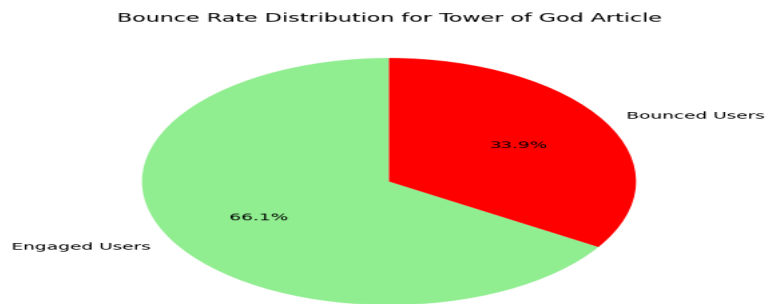
Recommendations

1. Add more multimedia content to engage users and increase time spent.

2. Include internal links to related articles to keep users exploring content.

3. Optimize layout with interactive and visually appealing design.

Refund High School A/B Testing Report

Key Insights

1. Bounce rate in Version B improved by 5%, with more users staying longer on the page.

2. Retention rates were higher in Version B, indicating that changes had a positive impact.

3. Page views in Version B were higher, showing that the modifications attracted more traffic.

4. Users spent more time on Version B, indicating increased engagement.

Visualizations:
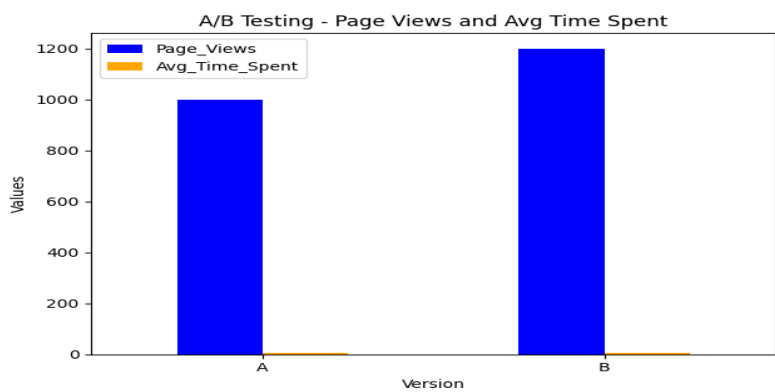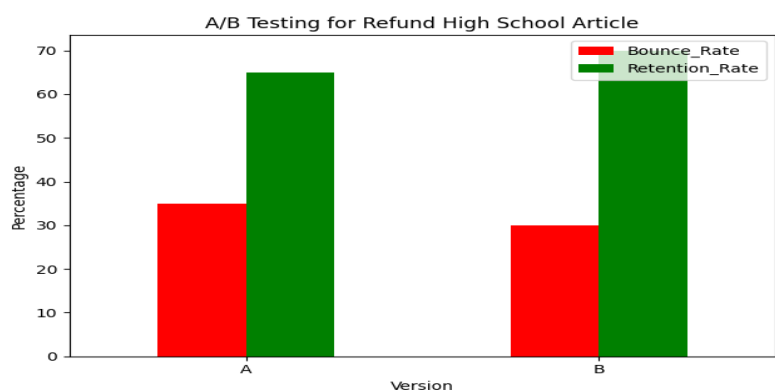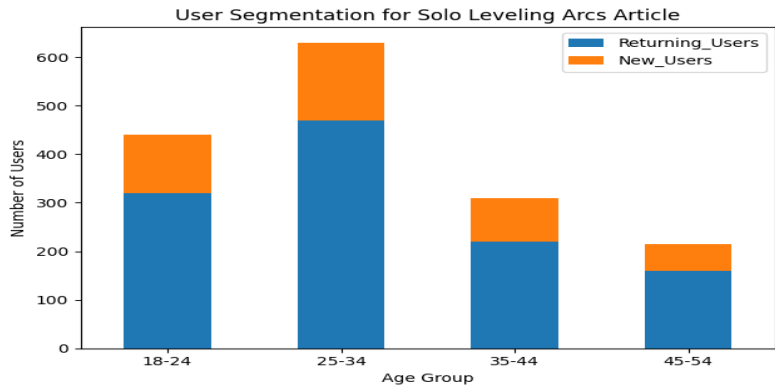
Recommendations

1. Use engaging headlines like 'Top 5 Moments from Refund High School Chapter 22-30'.

2. Include high-quality visuals or interactive content.

3. Implement better CTAs that direct users to related content.

4. Optimize the page layout for readability and engagement.

Solo Leveling Arcs User Segmentation Report

Key Insights

1. 18-24 Age Group: This group consists of 320 returning users and 120 new users. Returning users dominate, indicating a strong interest and loyalty among younger audiences.
2. 25-34 Age Group: This group has the highest number of returning users (470) and new users (160), making it the most engaged age group. This segment is highly engaged and could benefit from targeted exclusive content.
3. 35-44 and 45-54 Age Groups: Engagement decreases in these groups, with lower numbers of returning and new users. These groups represent an opportunity for growth, potentially through targeted, nostalgia-based content or deeper character analysis.
Visualizations:

Recommendations

1. Focus on visually engaging content for younger users (18-24).
2. Offer exclusive content to retain the highly engaged 25-34 age group. Consider providing early access to new chapters, in-depth character profiles, or special behind-the-scenes material.
3. Re-engage older audiences (35-54) with nostalgia-based content or deeper story analysis to highlight long-term story arcs or character development.