UNDERSTANDING

THE ONLINE **CONSUMER BEHAVIOUR**









OUR SAMPLE

Collecting data through a survey



■ 01 Google Forms



80 Replies collected



Questions

- Gender
- Age
- Nationality
- Country
- Civil Status
- Number of Children
- Annual Gross Salary
- Internet hours per day
- Most visited Online Platform
- 10. Following Influencers

- 11. Buying from Influencer recommendations
- 12. Most used device
- 13. Monthly expense buying on internet
- 14. Purchase frequency per year
- 15. Buying because Internet Ads
- 16. Most bought item
- 17. Buying from marketplaces
- 18. Buying more on sale days
- 19. For whom you buy





HYPOTHESIS TESTING

Navigation menu: 1 2 3



Statistical method

A hypothesis test is a method of statistical inference used to decide whether the data at hand sufficiently support a particular hypothesis. In this project we want to demonstrate certain hypotheses that involve the comparison of two groups, which is why we will work with the t test formula. We will work with a significance level of 5%.

01 Hypothesis n°1: Do people who spend more time on the internet buy more online?

H0: Avg monthly spending of people that pass more than 5h/day online

≤ Avg monthly spending of people that pass less than 5h/day online

H1: Avg monthly spending of people that pass more than 5h/day online > Avg monthly spending of people that pass less than 5h/day online



Output:

pvalue=0.08

The pvalue (8%) < Significance level (5%).

The difference between these values is really small (3%), so it means that the alternative hypothesis (H1) is very likely correct but the data is not overwhelming enough to claim that with 95% confident the effect exists.

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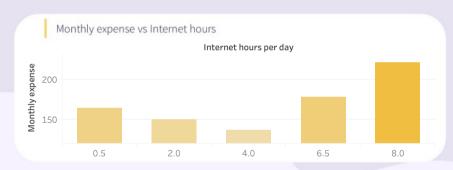


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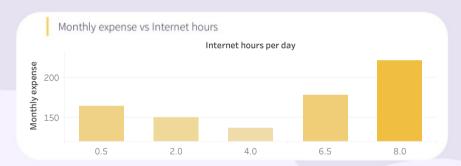


Output:

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The pvalue (8%) < Significance level (5%).

The difference between these values is really small (3%), so it means that the alternative hypothesis (H1) is very likely correct but the data is not overwhelming enough to claim that with 95% confident the effect exists.



02 Hypothesis n°2: Do people with extreme behaviour with internet buy more online?

H0: Avg monthly spending of people with extreme behaviour with internet ≤ Avg monthly spending of people with 'normal/standard' behaviour with internet

H1: Avg monthly spending of people with extreme behaviour with internet > Avg monthly spending of people with 'normal/standard' behaviour with internet



Output:

pvalue=0.05

The pvalue (5%) ≤ Significance level (5%).

This means that the test hypothesis is false or should be rejected. Therefore, we can claim that with 95% confident the alternative effect (H1) exists (extreme behaviours online expenses are higher than standard ones).

CORRELATION TABLE

Pearson correlation coefficient

The correlation table shows the correlation values, which measure the degree of linear relationship between each pair of variables. The correlation values can fall between -1 and +1. A positive correlation coefficient means that the correlation value is positive, so they increase and decrease together. With a negative correlation **coefficient** one variable increases while the other variable decreases.

O1. Dumming all categorical values O2. Pearson correlation matrix 46x46



03. Creating a Dataframe with correlation values

Correlation Table

Positive correlation

Value1	1 Value2		
Age_mean	Married	0,42	
	Family	0,36	
Average_ticket	Monthly_expense_mean	0,36	
Children	Age_mean	0,68	
	Family	0,50	
	Married	0,48	
Family	Married	0,49	
In a relationship	Influencer_follow_Yes	0,32	
Influencer_follow_No	Influencer_purchase_rec	0,58	
	Married	0,33	
	Age_mean	0,33	
	Couple	0,30	
Influencer_follow_Yes	Influencer_purchase_rec	0,58	
Influencer_purchase	Man	0,49	
Influencer_purchase	Online_Influenced_purch	0,40	
	Instagram, Facebook, TikT	0,30	
Instagram, Facebook,	Woman	0,50	
Man	Youtube/Twitch	0,35	
	Annual_Gross_Salary_me	0,32	

Negative correlation

Value1	Value2		
Age_mean	Influencer_follow_Yes	-0,33	
Books	Clothes	-0,36	
Children	In a relationship	-0,31	
Clothes	Electronics	-0,45	
Computer, Mobile, Ta	Mobile	-0,31	
Couple	Myself	-0,31	
Family	Myself	-0,87	
Food	Clothes	-0,32	
In a relationship	Family	-0,35	
	Single	-0,42	
Influencer_follow_No	In a relationship	-0,32	
Influencer_follow_Yes	Couple	-0,30	
	Married	-0,33	
Influencer_purchase	Instagram, Facebook, TikT	-0,30	
	Online_Influenced_purch	-0,40	
	Influencer_follow_Yes	-0,58	
Influencer_purchase	Influencer_follow_No	-0,58	
Instagram,	Annual_Gross_Salary_me	-0,32	
Facebook,TikTok	Man	-0,50	

Some interesting correlation values:

Woman - Instagram, Facebook, TikTok (0.50)

Woman - Influencer_purchase_rec_Yes (0.49)

Monthly_expense_mean -Purchase_frequency_year (0.44)

Influencer_purchase_rec_Yes -Online_Influenced_purchase_mean (0.39)

Woman - Online_Influenced_purchase_mean (0.36)

Man - Youtube/Twitch (0.35)

Man - Annual_Gross_Salary_mean (0.32)

Woman - Mobile (0.31)

Online_Influenced_purchase_mean -Purchase_frequency_year (0.30)

Influencer_follow_Yes - Married (-0.33)

Prom. Correlation value De 0.3

Prom. Correlation_value Para -0,299



MARKETING STRATEGY TO CREATE AN ONLINE STORE

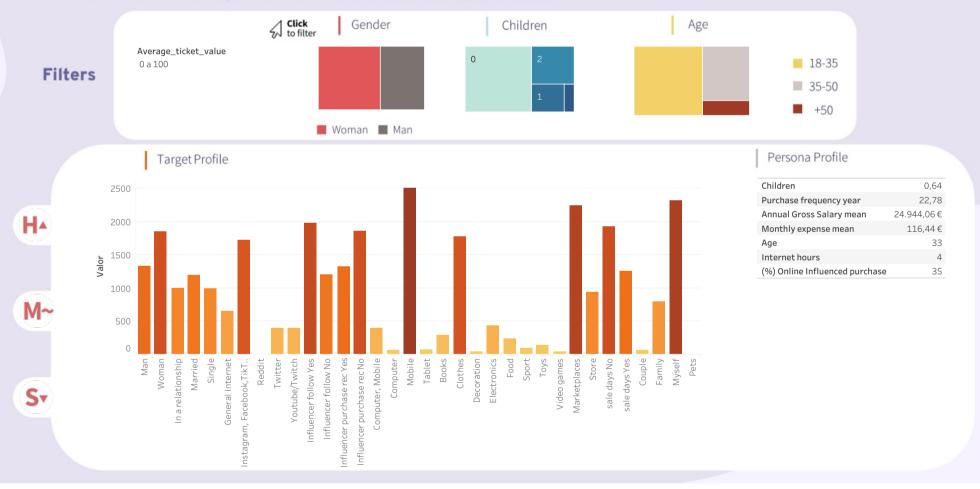
Selling Jewelry

TARGET BY AVERAGE TICKET

Knowing your target audience

We want to know our **target audience**. In this first part we have created a new variable called **'Average Ticket'** from dividing how much each person spends per year by the number of times they buy. The Average Ticket allows us to know **how much each person spends on average in a single purchase**.

01 Small Average Ticket: < 100€ on every purchase

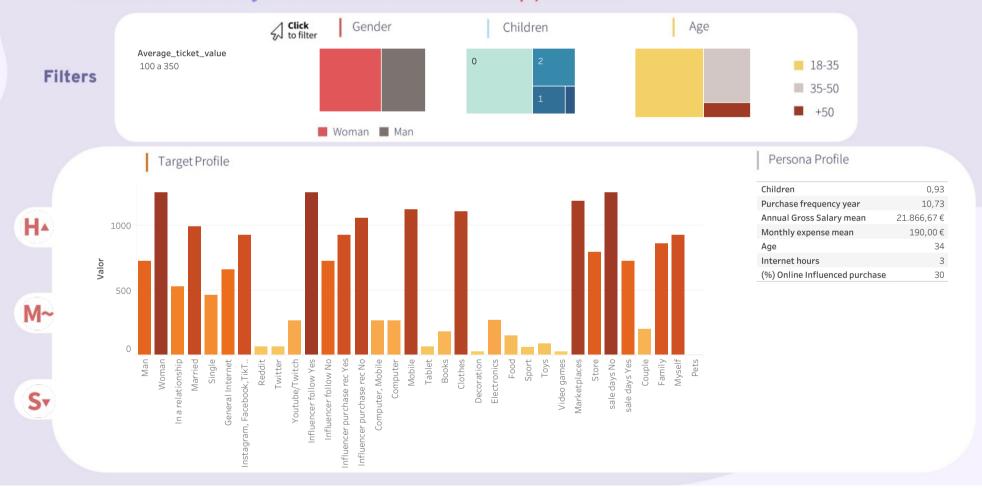


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02 Medium Average Ticket: 100-350€ on every purchase

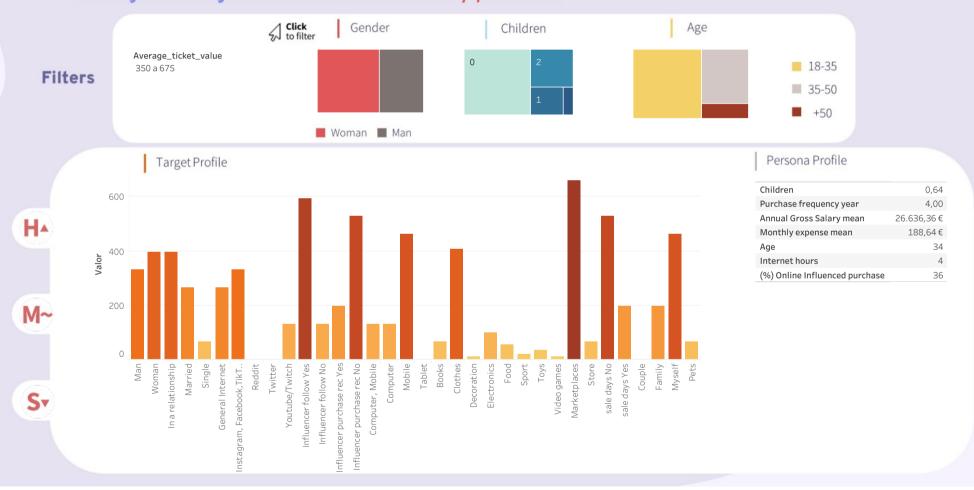


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03 High Average Ticket: > 350€ on every purchase



BUYER PERSONA

Knowing our potential customer

In order to develop a **marketing strategy** efficiently it is important to know our potential client. For this we can use the concept of **'Buyer Persona'**, a fictionalized characterization of your best customer(s) based on information about them and how they use your product or service. For our case we generated 3 Buyer Persona for an **online store selling jewelry**.



Buyer Persona nº1: Melinda

Melinda has been working in Madrid for 4 years, she started working at Deloitte a couple of years ago. She loves to take walks with her dog in the parks of Madrid. Adventurous and nature lover.

She is a fan of visiting different Madrid coffee shops, both alone and accompanied, and she can spend hours surfing on Instagram.

Filters

Gender: Woman
Age: 18-35
Salary: >30.000 €/y
Civil Status: Single
Children: 0

Buy things: for herself

Target Profile Valor 20 Mobile Tablet Video games sale days No Books Sport Store Clothes Toys nfluencer purchase rec Yes Decoration Youtube/Twitch Influencer follow No Influencer purchase rec No Computer, Mobile Electronics

Persona Profile

	Children	0,00
	Purchase frequency year	48,00
	Annual Gross Salary mean	40.000,00€
	Monthly expense mean	225,00€
	Age	27
	Internet hours	7
	(%) Online Influenced purchase	33

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Buyer Persona nº2: Clara

Clara is, what they call today, a digital nomad. She travels with her boyfriend throughout Europe, doing freelance work from her camper van.

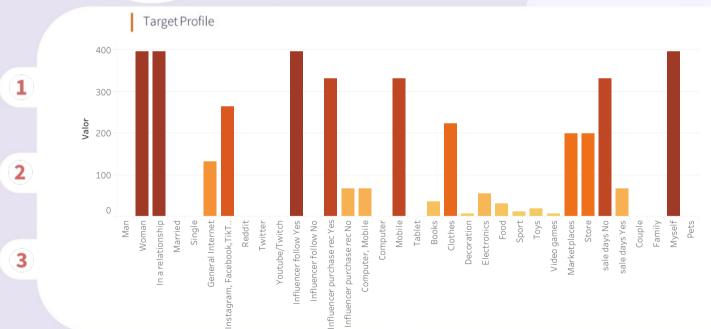
She has her own professional Instagram channel where she posts her work as a professional photographer, she loves being able to interact with people with the same hobbies and dreams as her.

Filters

Gender: Woman
Age: 18-35
Salary: <30.000 €/y
Civil Status: In a relationship

Children:

Buy things: for herself



Persona Profile

Children	0,00
Purchase frequency year	21,00
Annual Gross Salary mean	16.500,00€
Monthly expense mean	108,33€
Age	27
Internet hours	4
(%) Online Influenced purchase	44

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Buyer Persona nº3: Maria

Maria is a cook in a small town in southern Spain. She loves children and loves spending time with her own. The free time she has after work she likes to spend at home, resting and watching a little Netflix.

She loves to read romantic works and dreams of being a writer one day.

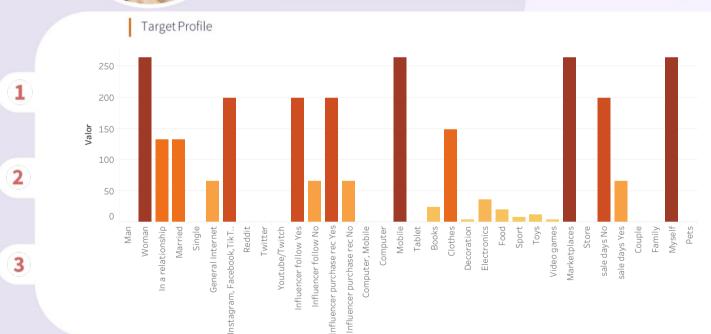
Filters

Gender: Woman
Age: +35
Salary: >18.000 €/y
Civil Status: Not Single

Children:

Buy things: for herself

+1



Persona Profile

	Children	1,50
	Purchase frequency year	15,00
	Annual Gross Salary mean	28.250,00€
	Monthly expense mean	200,00€
	Age	44
	Internet hours	3
	(%) Online Influenced purchase	42

ESTIMATE SALES

Marketing Strategy

According to the data previously seen in the panel of 'Average Ticket' and 'Buyer Persona', we will define a specific marketing strategy so that our products reach our target audience in the most efficient way possible, in order to have a 'Cost per Adquisition' as low as possible.

Platform

Ads/PPC

Email marketing

SEO

Influencers





Mac do Voar











Key Data

FB feed CPC: 0.50€ IG feed CPC: 0,70€ IG stories CPC: 0,60€

TikTok CPC: 0,89€ (low CR)

Average item price: 25,00€ Unit material cost: 5,00€ Unit shipping cost: 4,00€

Hubspot cost: 45,00€/month 20% Profit Taxes: 6,5% Sales Etsy Charges:

Sales & Cost per month

	Mes de Year				
	01/2023	02/2023	03/2023	04/2023	05/202
FB Feed Sales	338,40€	338,40€	356,93€	378,89€	41
FB Feed Ads Cost	180,00€	180,00€	189,86€	201,54€	22
IG Feed Ads Sales	53,14€	53,14€	56,05€	59,50€	€
IG Feed Ads Cost	60,00€	60,00€	63,29€	67,18€	7
IG Stories Ads Sales	50,00€	50,00€	52,74€	55,98€	€
IG Stories Ads Cost	60,00€	60,00€	63,29€	67,18€	7
Email marketing S	125	175	245	343	
Email marketing H	0,00€	0,00€	0,00€	0,00€	
Influencer Sales	0,00€	0,00€	0,00€	0,00€	25
Influencer Cost	0,00€	0,00€	0,00€	0,00€	10
Organic Sales	75,00€	135,00€	243,00€	437,40€	78
Etsy Charges	41,70€	48,85€	61,99€	82,86€	13
Material Cost	128,31€	150,31€	190,74€	254,95€	41
Other investments	400,00€	50,00€	52,50€	55,13€	5
Shipping Cost	102,65€	120,25€	152,60€	203,96€	32
Taxes (20%Profit)	0,00€	16,43€	35,89€	68,40€	13



^{*}Data Sources: etsy.com | webdew.com | influencermarketinghub.com | jevnet.es | metricool.com | forbes.com

THANKS!

Do you have any questions?





