

### CUSTOMER ANALYSIS





**Customer City** 

4092



96.80K

**Total Customers** 



15.43M

Total Revenue



Total Profit

2.18M













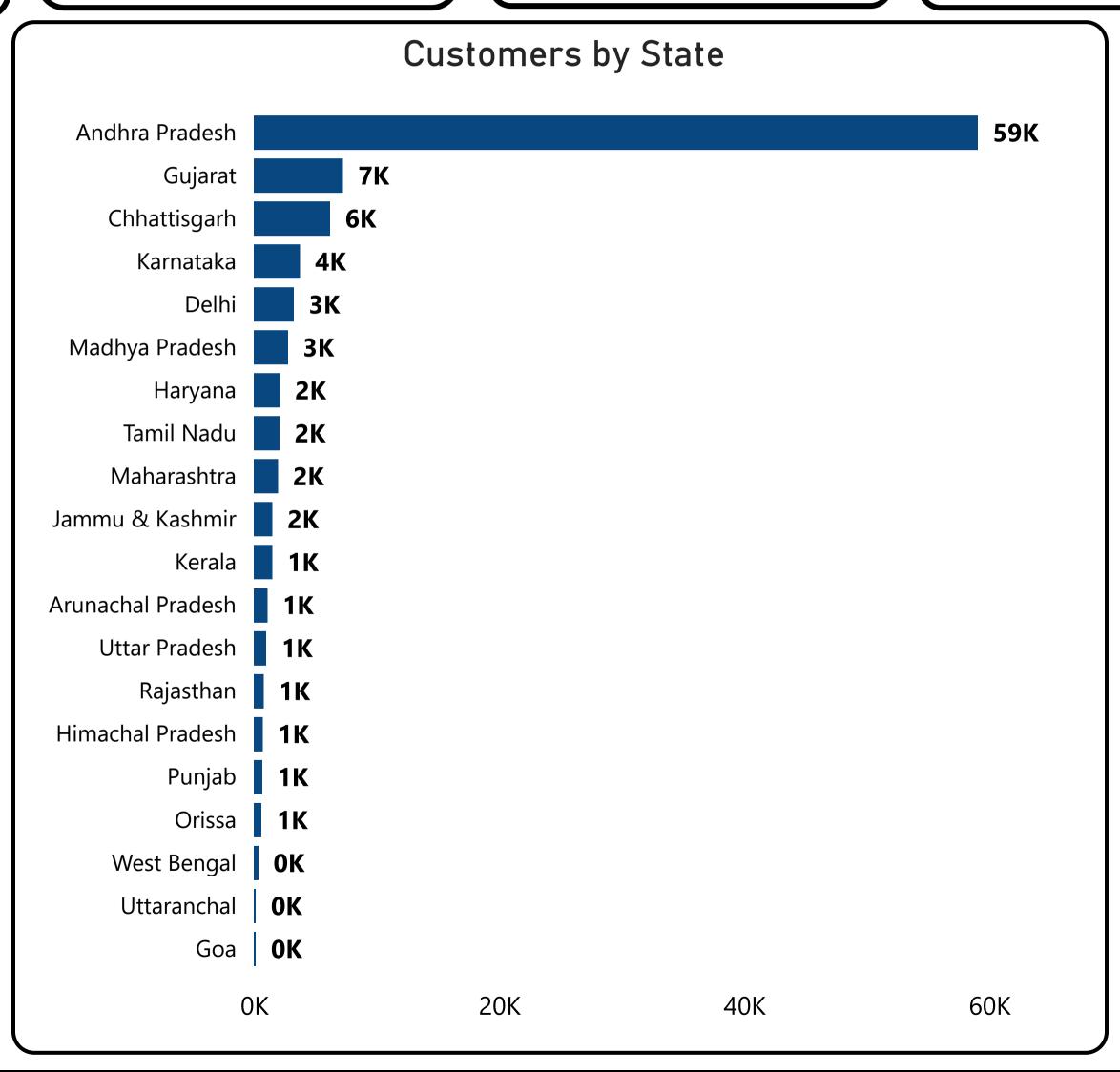


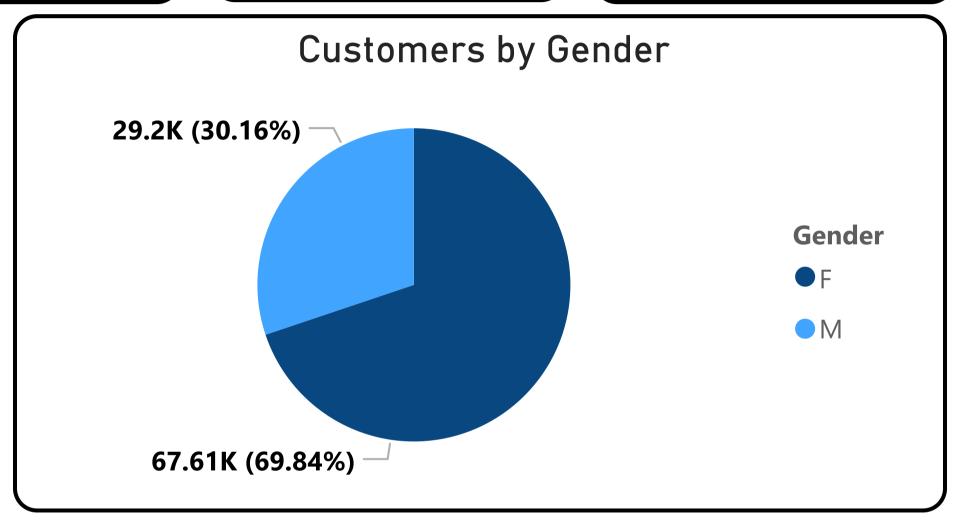
**Customer State** 

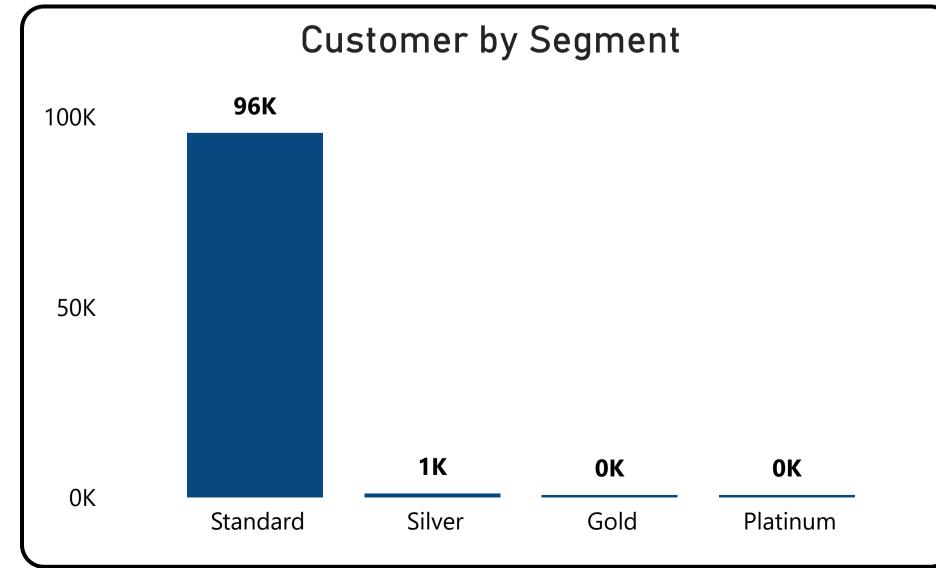


#### **Customer City**











### **CUSTOMER BEHAVIOR**



Total Channels

3

Top Channel Used

Instore

Total Revenue

**15.43M** 

**Total Quantity** 

**\$108.61K** 

**Total Profit** 



**Total Discount** 

489.96K

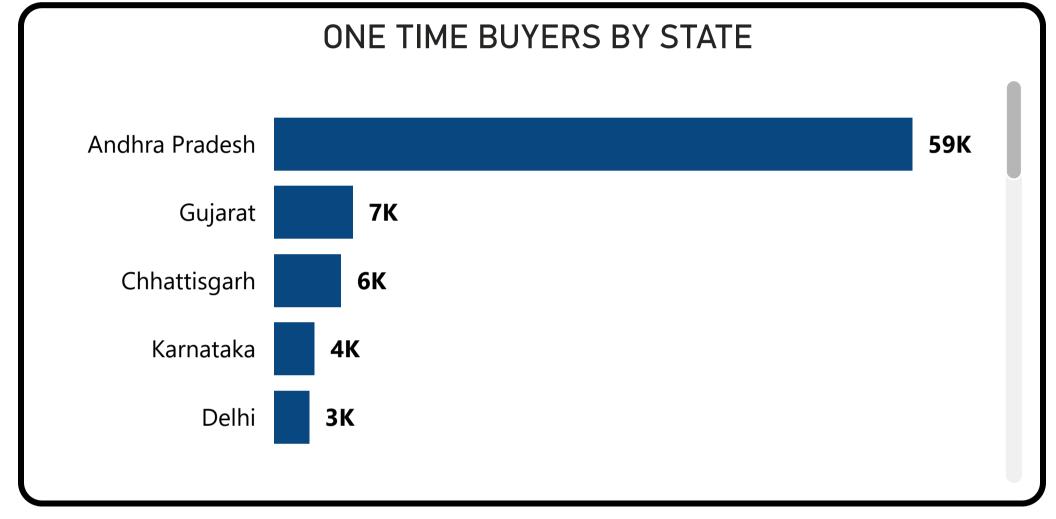


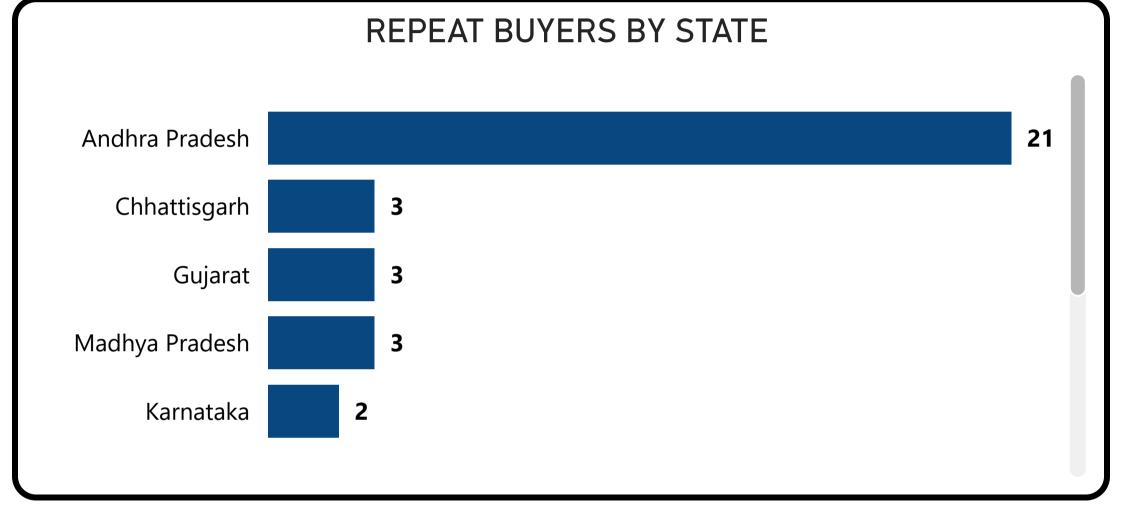
Month

All

Weekdays

All





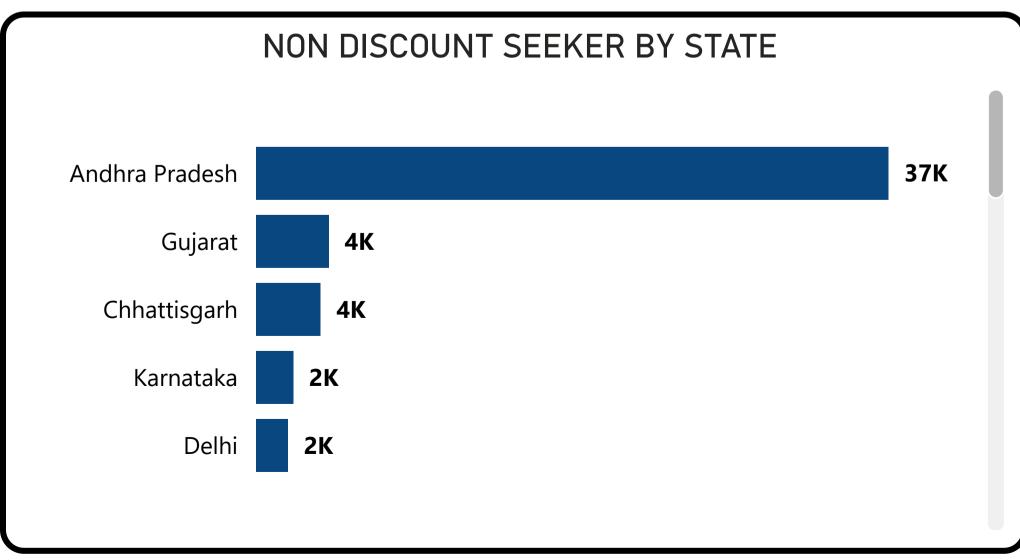


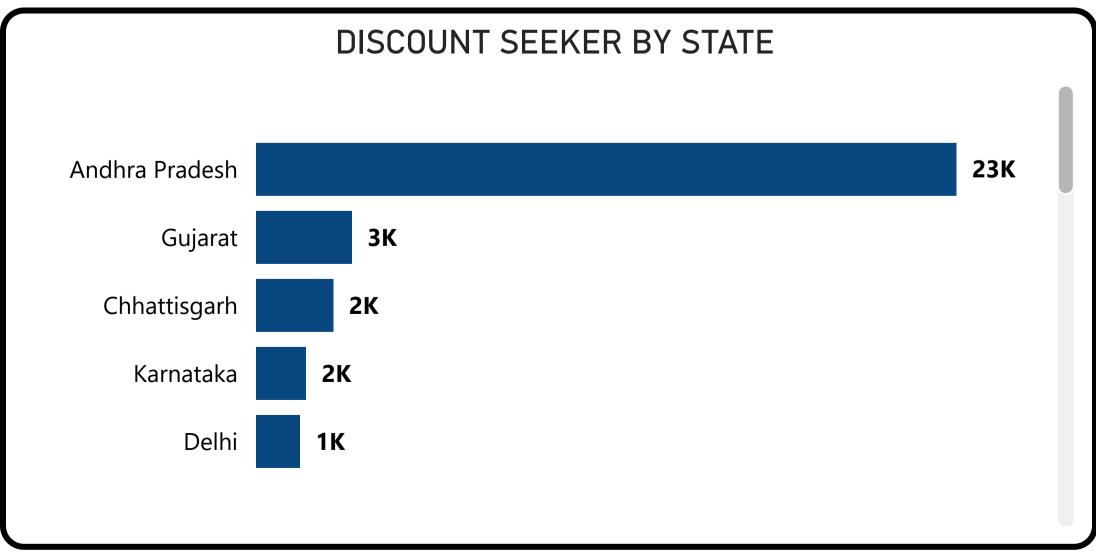
**Customer State** 

All

**Customer City** 









# CUSTOMER PREFERENCES ANALYSIS



Top Channel Used

Instore

Top Channel Used credit card

Total Revenue

**15.43M** 

**Total Quantity** 

**\$108.61K** 

**Total Profit** 

2.18M

**Total Discount** 

489.96K



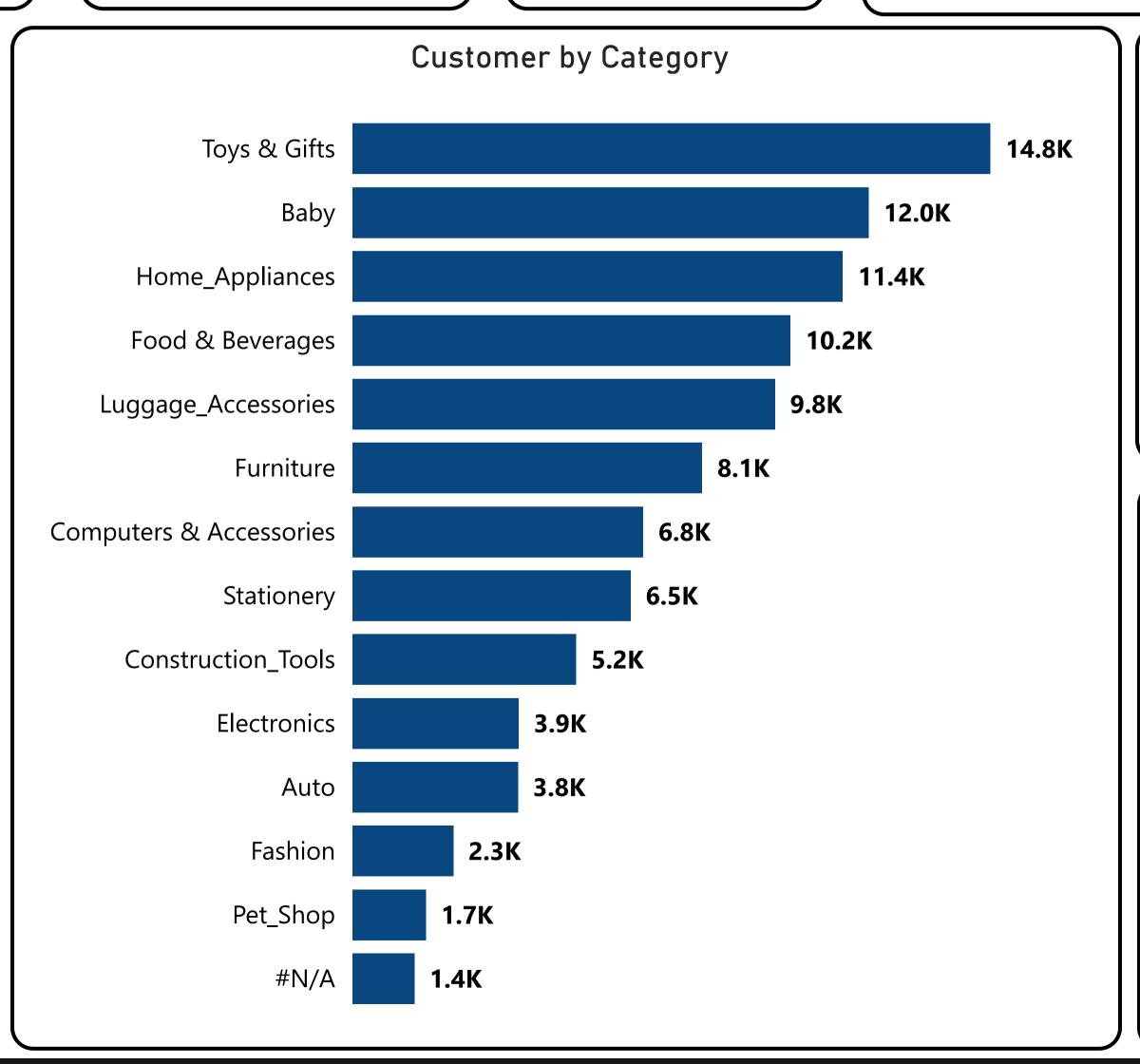


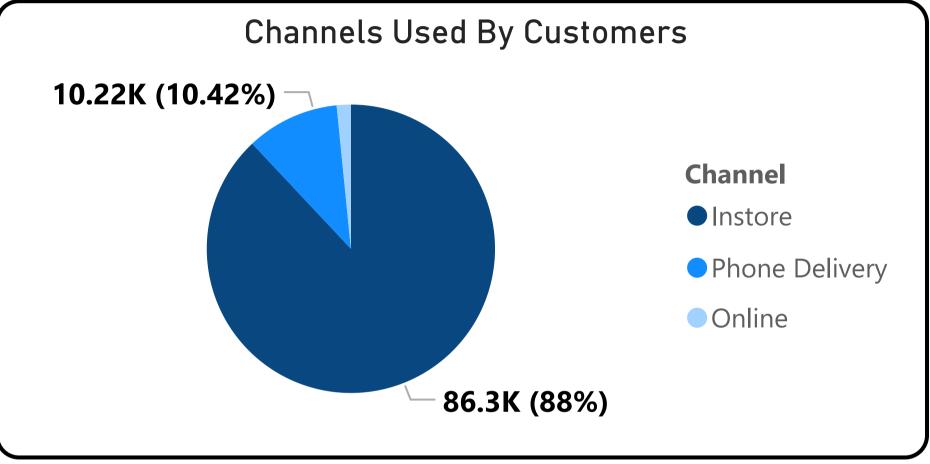


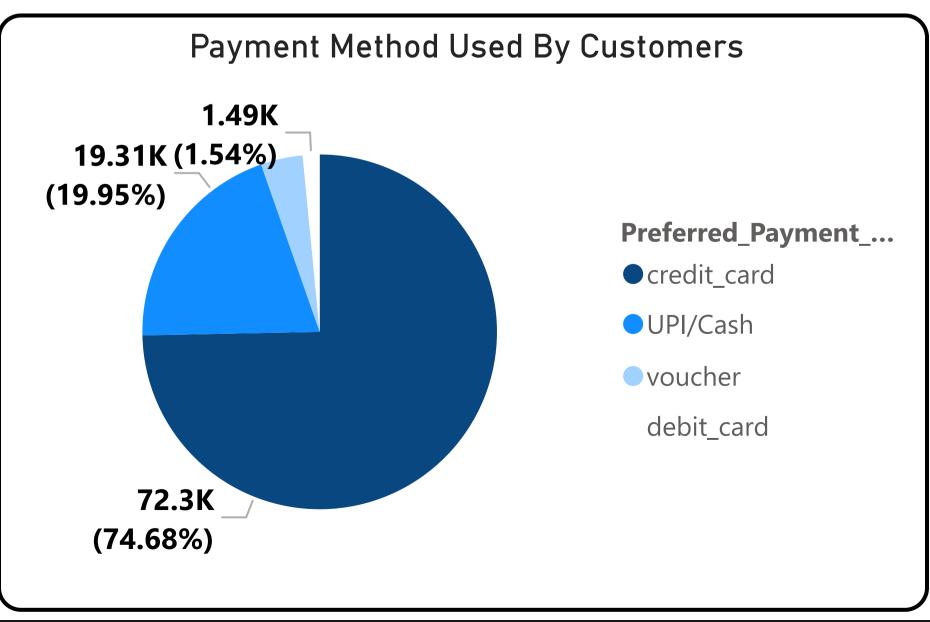














## SALES TREND ANALYSIS







**Top-Selling Month** 

August

**Top-Selling Day** 

Wednesday

**Total Revenue** 

15.43M

**Total Quantity** 



4 108.61K

**Total Profit** 



**Total Discount** 

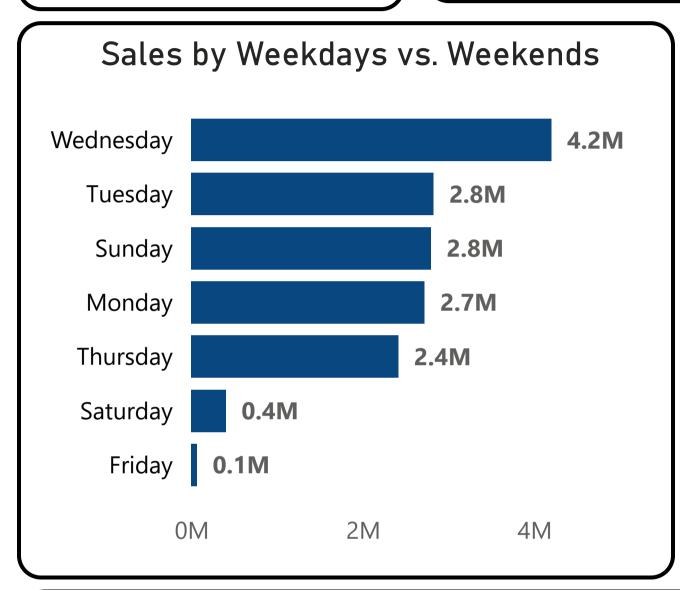
489.96K

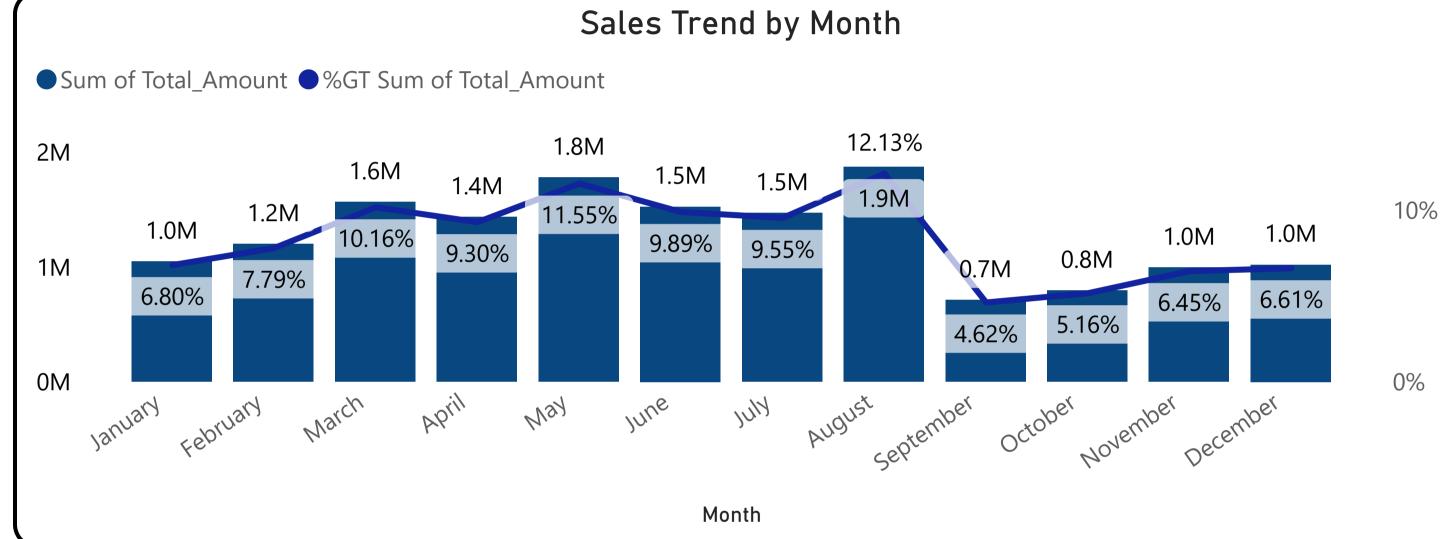


Month

Weekdays





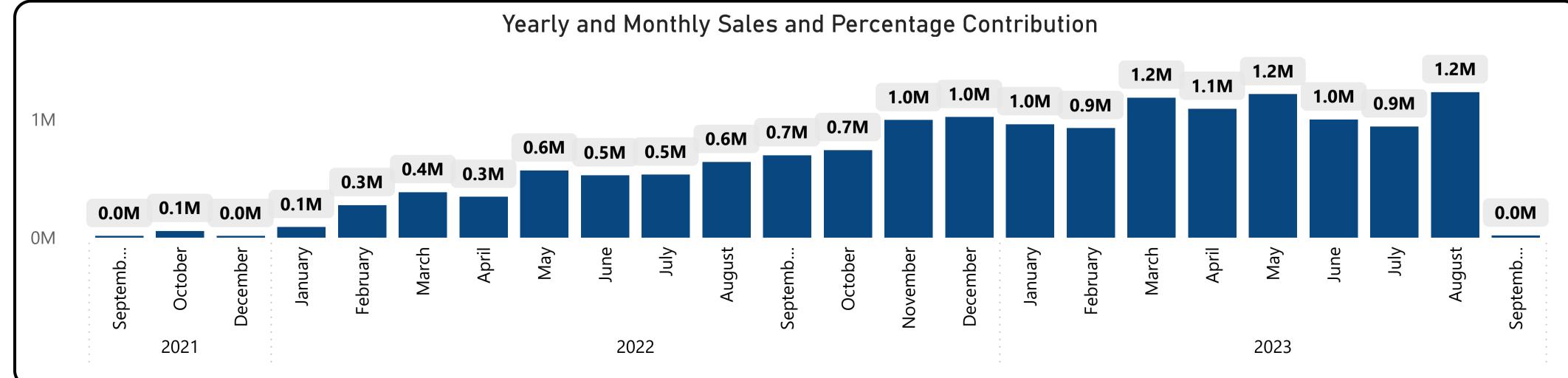




**Customer State** 

**Customer City** 







### CATEGORY & PRODUCT ANALYSIS



Top-Selling Category

Toys & Gifts

Total Products \$\&31.75K

Total Categories

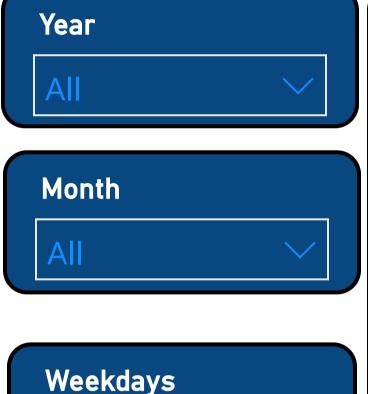
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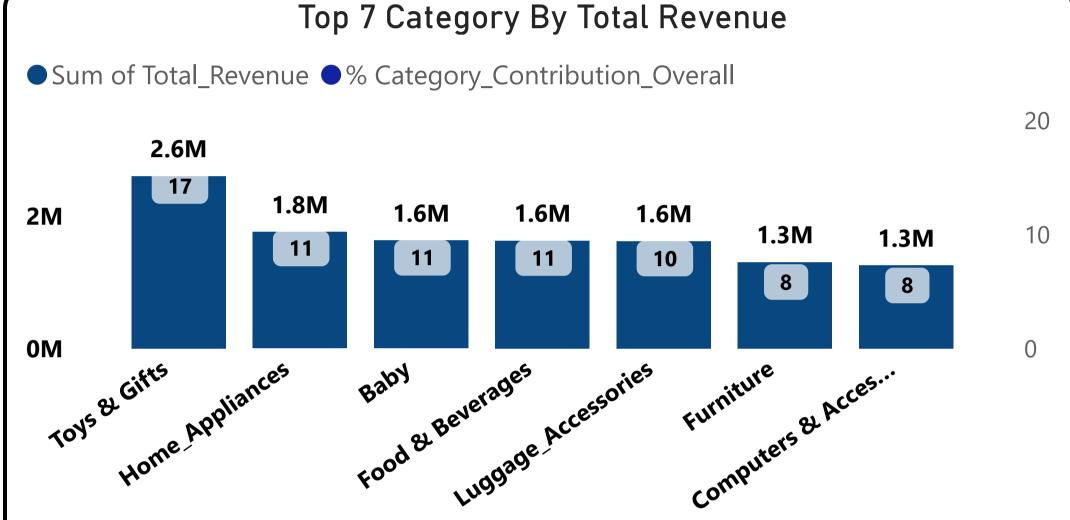
Total Quantity 4 108.61K

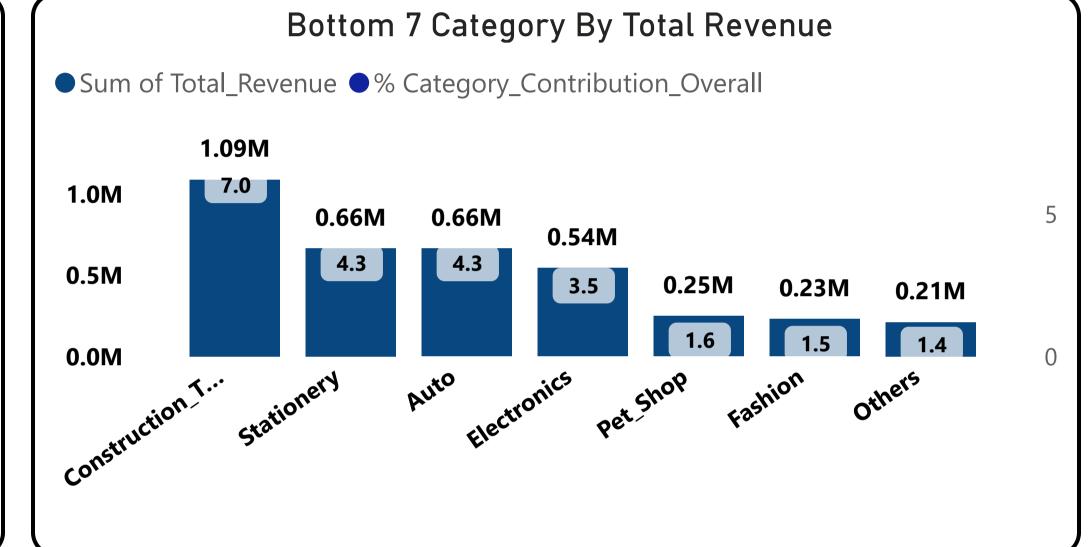
Total Profit

2.18M

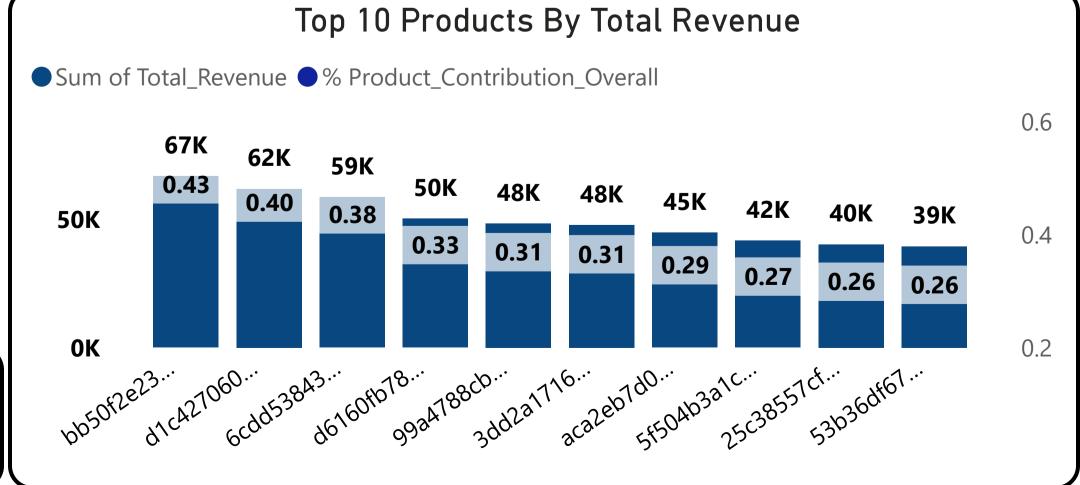
Total Discount 489.96K

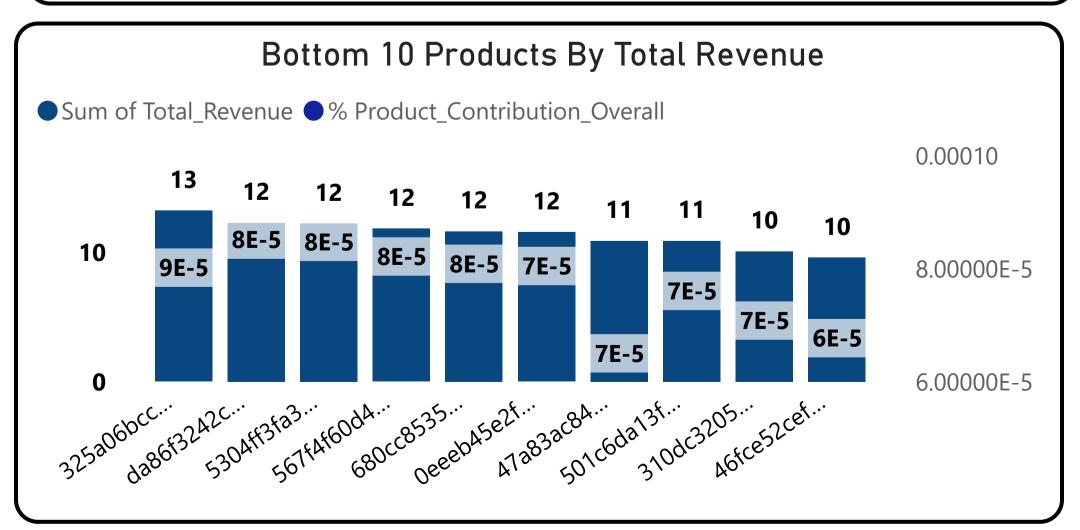














## RFM SEGMENT ANALYSIS





Total Products
31.75K

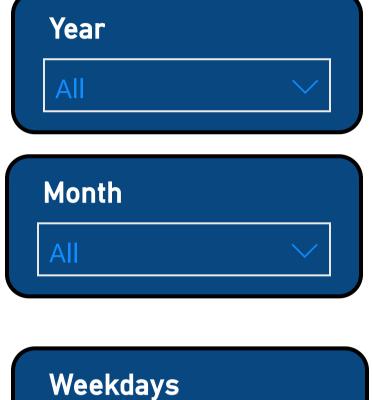
Total Revenue 15.43M

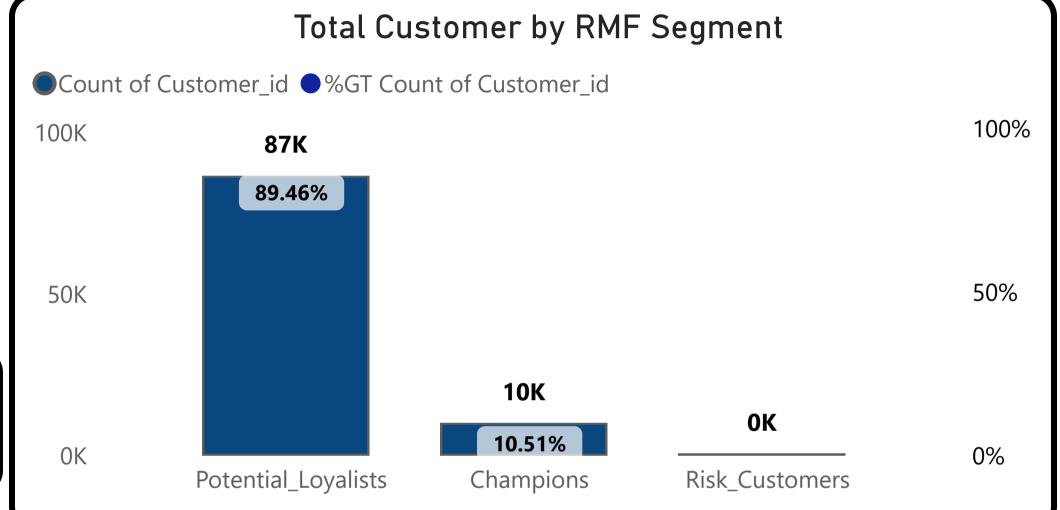
Total Quantity
108.61K

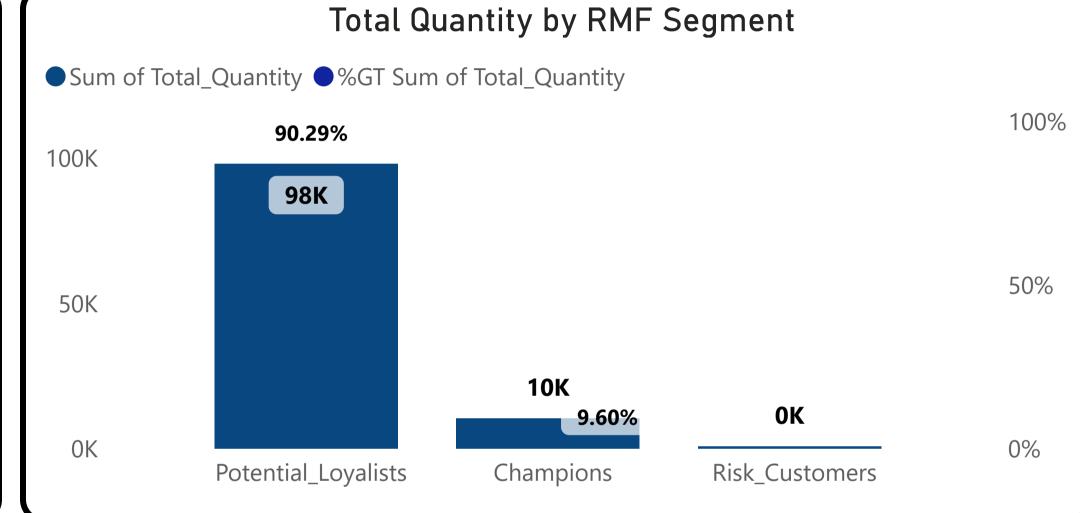
Total Profit

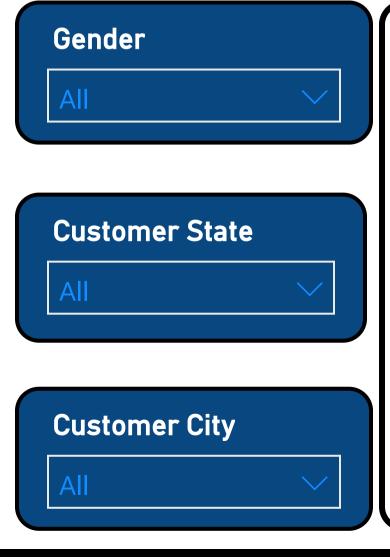
2.18M

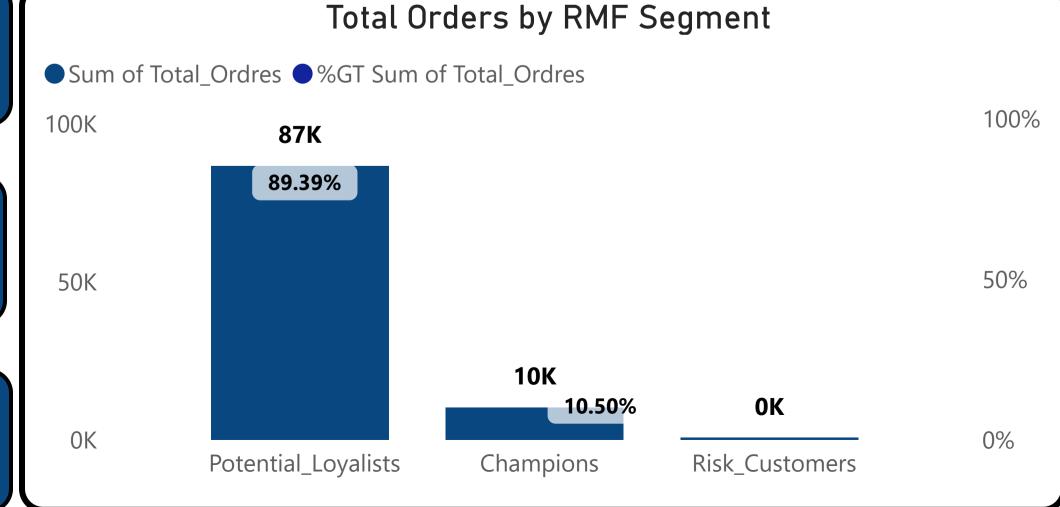
Total Discount 489.96K

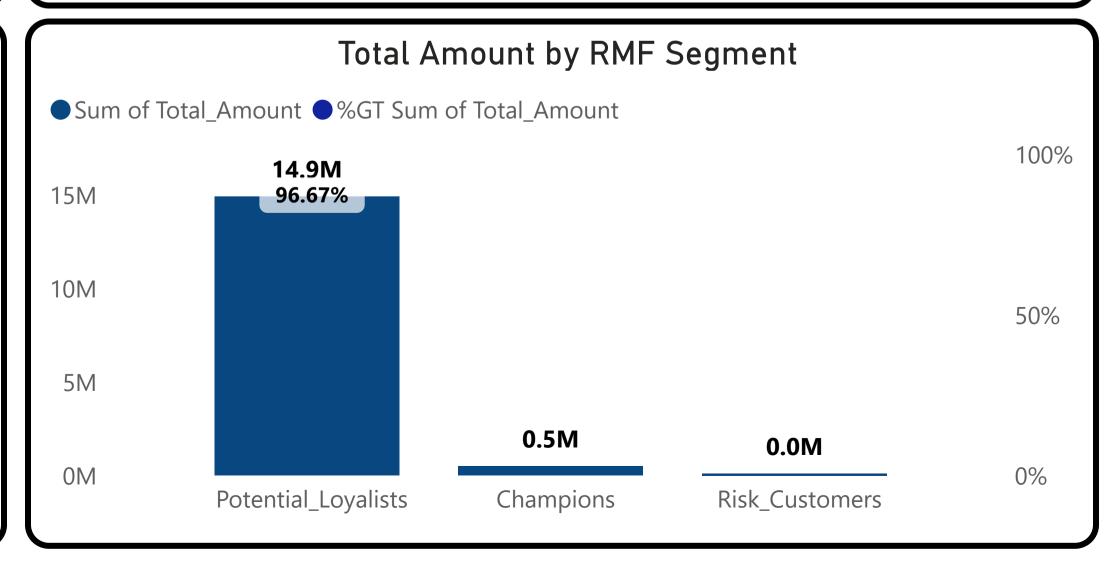












#### RFM SEGMENTATION INSIGHT

- •Recency (R): How recently a customer made a purchase.
- •Frequency (F): How often a customer makes a purchase over a certain period.
- •Monetary (M): How much money a customer spends on purchases over a certain period. RFM SEGMENTATION
- •Each customer is assigned a score for Recency, Frequency, and Monetary using the NTILE(3) function, which divides the customers into quartiles (groups of 3).
- •R Score: A score for recency, where the most recent buyers get higher scores.
- •F Score: A score for frequency, where customers who have made more purchases get higher scores.
- •M Score: A score for monetary value, where customers who have spent more money get higher scores.

#### **Total Scoring:**

- •This step combines the R, F, and M scores into a Total Score by R Score, F Score and M Score.
- •A customer with the lowest scores for recency, frequency, and monetary will have a total score of 3 (1 + 1 + 1), while a customer with the highest scores in all three categories will have a total score of 9 (3 + 3 + 3).

### Customers Needing Attention

- **➤ 86,599 customers** with **₹14,913,325** in total spend.
- > These customers have moderate engagement and spending levels. They need targeted efforts to increase frequency and spend.

#### Loyal Customers

- **➤ 10,176 customers** with **₹499,601** in total spend.
- > They purchase frequently but don't contribute as much in total spend. Opportunity to boost order value.

#### Risk Customers

- **≥ 28 customers** with ₹14,121 in total spend.
- These customers are inactive or disengaged, requiring re-engagement strategies to prevent churn.