

## Overview

- Our analysis is based on data from CSV files containing information on:
  - Installs
  - Ads
  - Revenue
  - Payouts



New installations

216887

Profit generated by Apps

418845.25

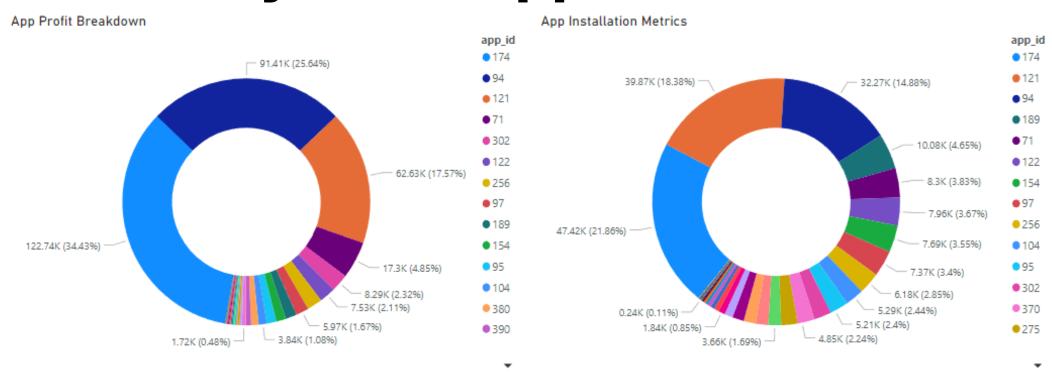
**General KPIs** for 2022

Dollars spent on Adds

254,075.98

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### **Summary From App data**



356.52K

Sum of profit made by Apps

418.85K

Sum of revenue

62.32K

Sum of payout

216.89K

Count of App installs

### **Breaking Down App Data**

- Key Insights:
  - There are 51 apps in total
  - The top 3 apps generate 77% of profit
  - The top 3 apps also account for 55% of downloads
- Implications:
  - Monitoring and optimizing these top apps is crucial to company growth
  - Opportunities exist to promote other high-potential apps

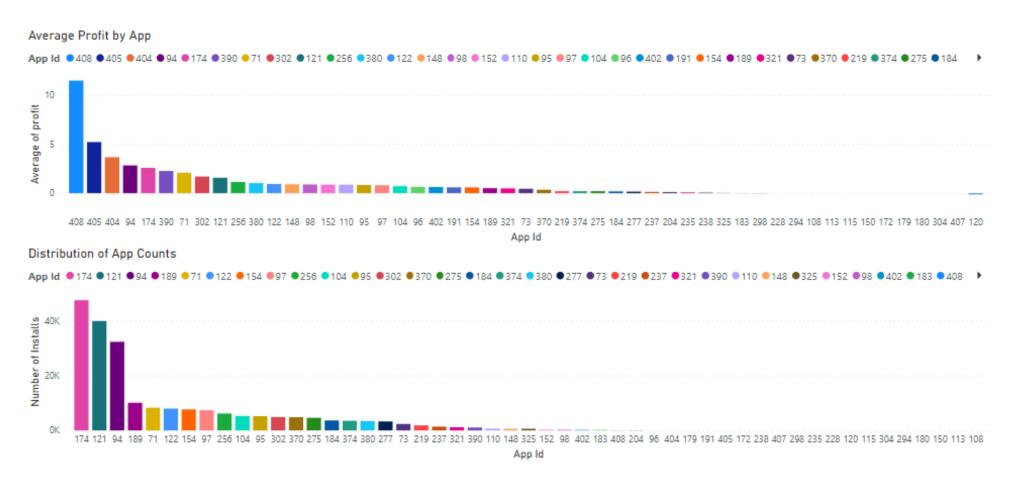
#### Potential Next Step form Dashboard (1)

- Analyze the performance of the other 48 apps to identify reasons for low profitability
- Determine whether to allocate more resources to improve these apps or phase them out
- Conduct user research to understand the needs and preferences of users
- Develop and test new apps that align with user needs and show potential for profitability.



## Filters

#### **Average Profit by App Dashboard (2)**



216.89K

Count of App installed

Average of profit of App

## High Profitability of Top 3 Apps Despite Low Download Count

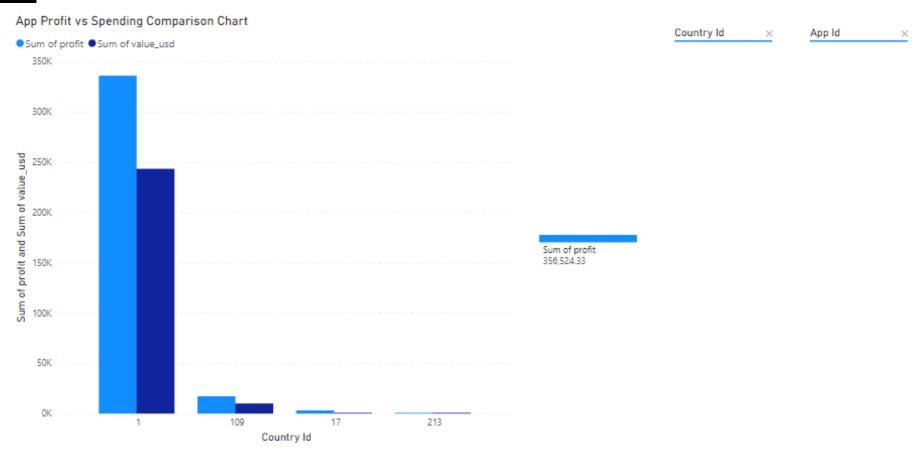
- Key insights:
  - The 3 highest on average profit apps have an average profit of 10.47.
  - These apps have less than 1% of total app downloads.
- Implications:
  - While these apps may have a small number of installs, their high profitability suggests that they could be a lucrative area of focus for further development and marketing efforts.

### Potential Next Step from Dashboard (2)

- Consider allocating resources towards the development and marketing of similar high-profit apps with a smaller user base.
- Investigate the reasons behind the high profitability of these apps and determine if their success can be replicated in other areas.



#### **App Profit vs Add Spending Comparison (3)**



356.52K Sum of profit made by Apps

254.08K Sum of dollars spent on Adds

Count of Adds made

11.96K

**∓** Filters

Q Search

Filters on this page

app\_id

is (All)

country\_id is (All)

# **Key Insights on App Performance by Country**

#### - Key insights:

- One country takes 95 percent of all add revenue and generates 94 percent add profit.
- Two countries have a significantly higher return rates than the rest, with two countries standing out with rates of 1.7 and 9
- The top profit apps per country show that there is a regional difference between what apps are popular.

#### - Implications:

- Targeted marketing efforts in the leading market could significantly boost revenue and profit.
- Countries with a high return rate present an opportunity for growth and expansion.
- Developing and promoting localized apps can better meet the preferences and needs of users in different countries.

#### Potential Next Step from Dashboard (3)

- Conduct a comprehensive analysis of the targeted market to understand user behavior, preferences, and trends.
- Develop targeted marketing and promotion strategies for the high return rate countries to maximize user engagement and revenue generation.
- Invest in localized app development and promotion efforts to expand the user base in different regions and increase profitability.



#### **Summary**

- Strong performance with \$164,769.27 profit after ad spending.
- There is promising growth opportunities in high return rate countries and localized apps.
- We have found our top-performing apps are key to future success.

