

# FINAL PROJECT

Marketing Campaign



**Data Science Batch 38** 







## **MEET OUR TEAM**





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# Agenda





# INTRODUCTION

### **Business Understanding**

- Problem Statement
- Objective
- Business Metrics
- ☐ Goals





# Business Understanding

#### **Problem Statement**

Sebuah perusahaan melaksanakan kampanye pemasaran, dimana kampanye pemasaran terakhirnya hanya berhasil meraih respons sebesar

14.91% dari 2240 pelanggan.



## Objective

 Membuat model prediktif untuk memprediksi response pelanggan

## **Business Metrics**

- Response Rate (Metriks Utama)
- Profit Margin (Metriks Sekunder)

## Goals

- Merekomendasikan actionable business insight kepada tim Marketing
- Meningkatkan
   Response Rate dan
   Profit Margin dari
   marketing
   campaign

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# EDA & BI

- Data Overview
- ☐ Statistical Analysis
- Univariate Analysis
- Multivariate Analysis
- Business Insight





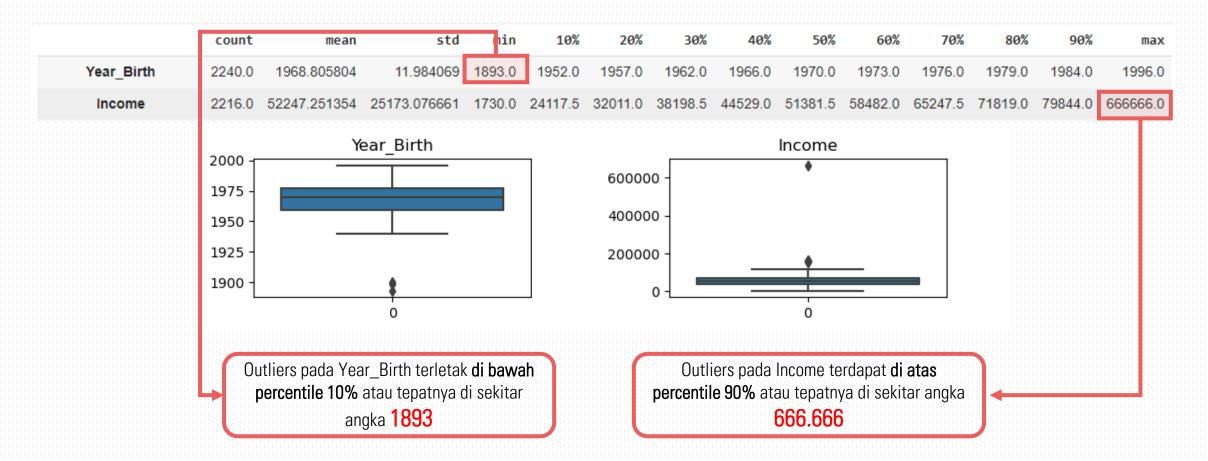


## Data Overview

- 2240 baris, 29 kolom
- 26 feature bertipe numerik, 3 feature bertipe kategori
- 1.07% missing values dan 8.12% duplicates
- Outliers pada 'Year\_Birth' dan 'Income'
- Invalid values pada 'Marital\_Status' dan 'Education'
- 'Dt\_Customer' diubah ke tipe data datetime
- 'ID', 'Z\_CostContact', 'Z\_Revenue' bersifat terlalu unique (drop)

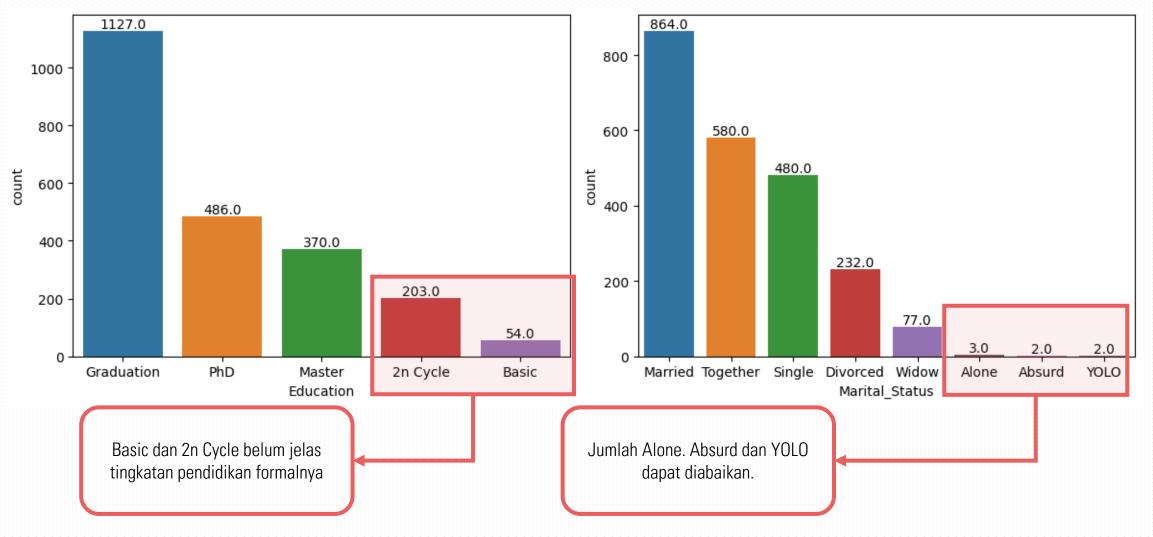


# Statistical Analysis





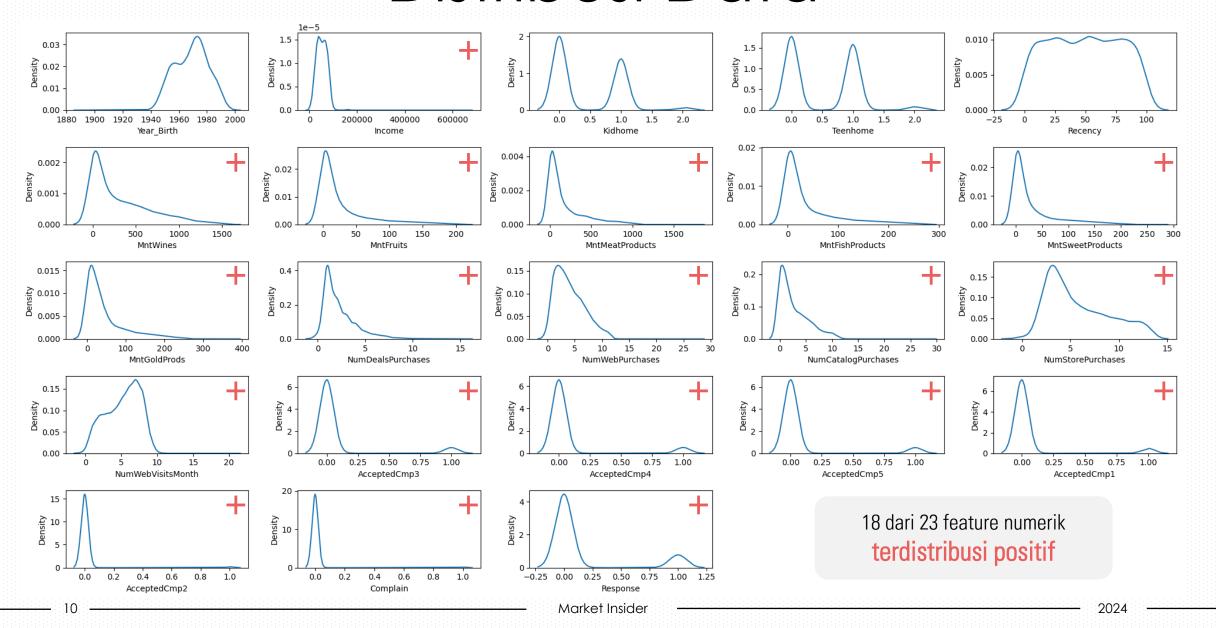
## Identifikasi Invalid Value



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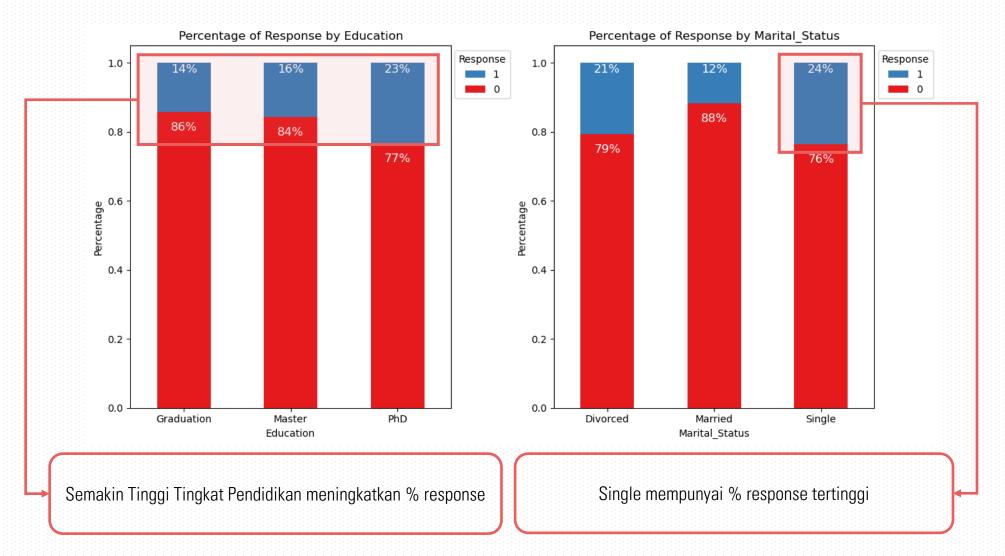


## Distribusi Data





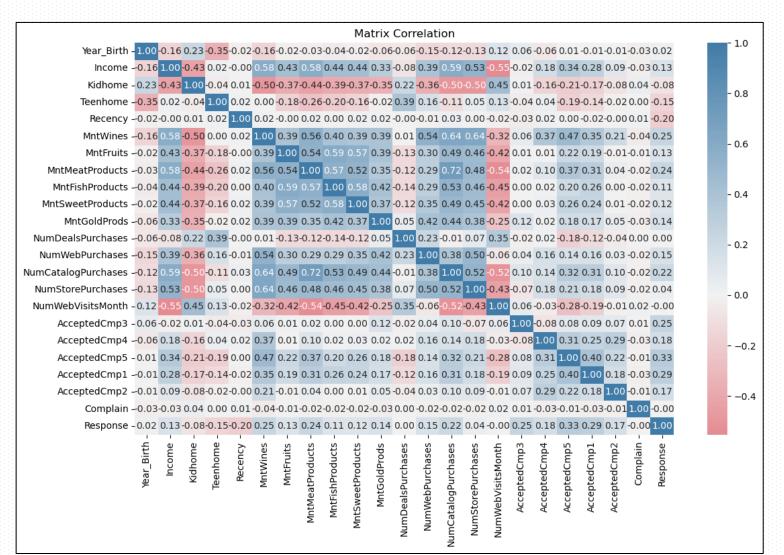
# Univariate Analysis

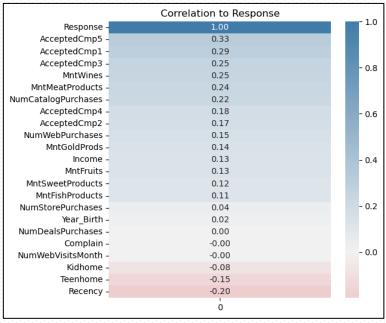


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# Multivariate Analysis



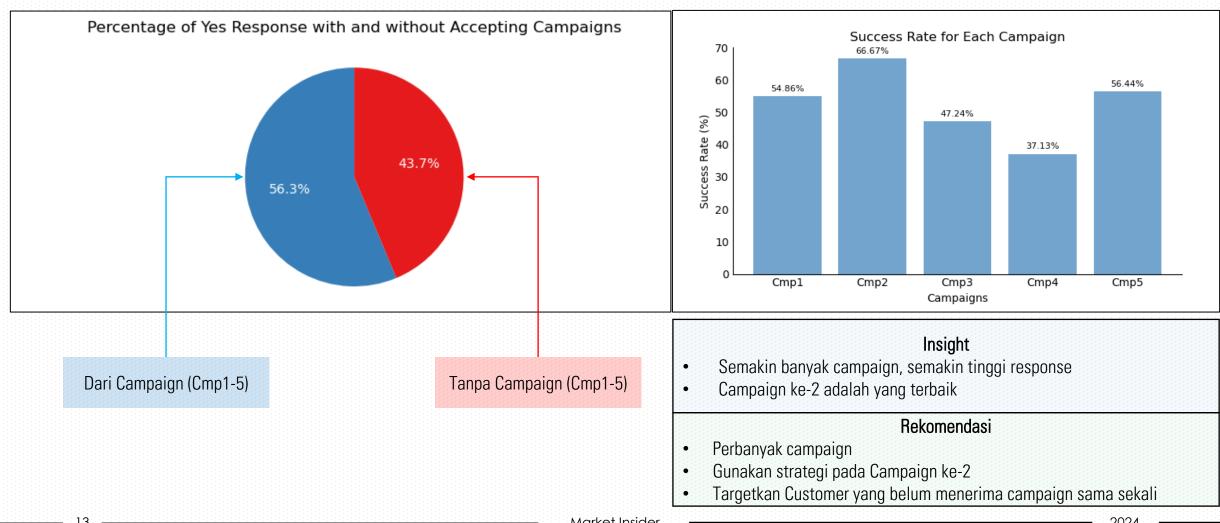


#### Skor Korelasi Feature

Chanel pembelian, produk, dan campaign mempunyai korelasi positif, sedangkan recency dan kepemilikan anak mempunyai korelasi negatif



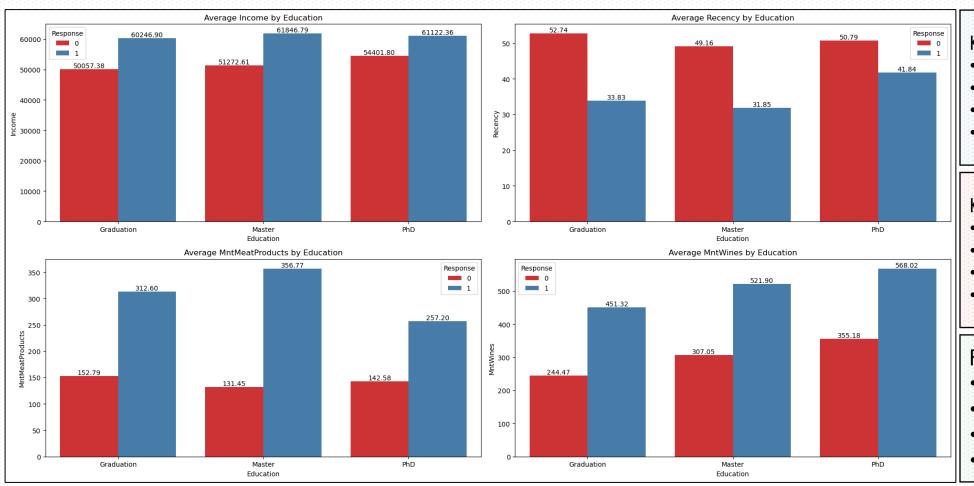
# Business Insight



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# Business Insight



#### **Kelompok Customer Response**

- Income tinggi (±60000)
- Recency rendah (±30 hari)
- Meat tinggi (250-350)
- Wine tinggi (450-650)

#### Kelompok Customer Tidak Response

- Income rendah (55000)
- Recency tinggi (±50 hari)
- Meat rendah (130-150)
- Wine rendah (245-355)

#### Rekomendasi Target Cusomer

- Income minimal 60000
- Recency maksimal 40 hari
- Meat minimal 250
- Wine minimal 450



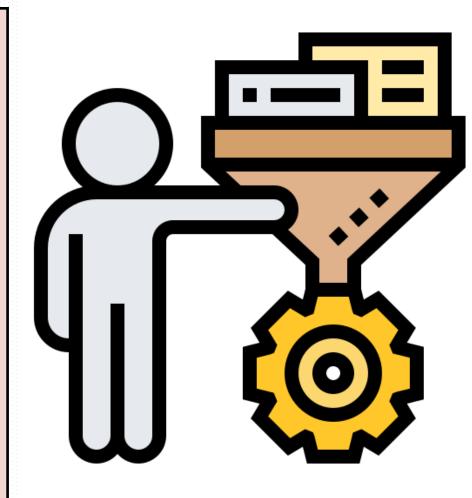
# Data Preprocessing

#### **Data Cleansing**

- Handling Missing Values
- □ Handling Duplicates
- □ Handling Outliers
- Handling Invalid Values

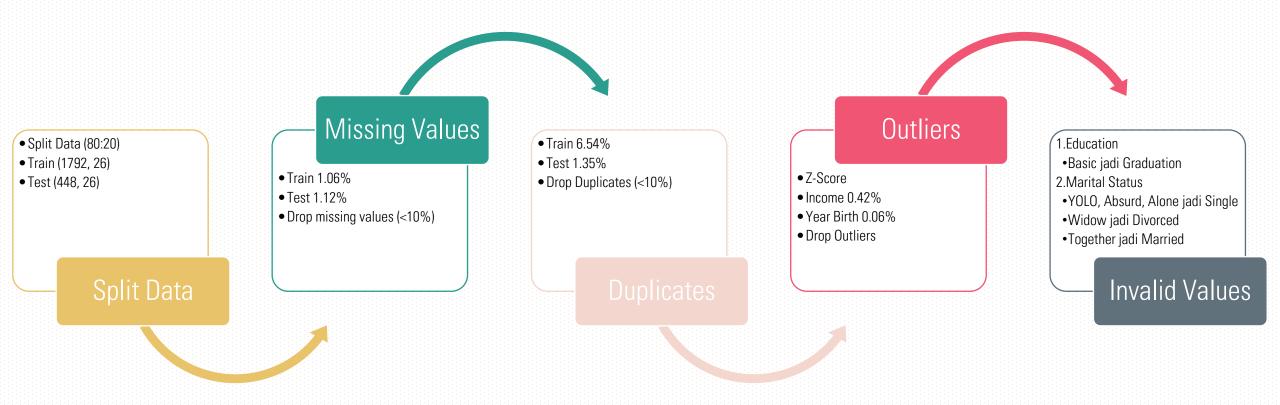
#### **Feature Engineering**

- Feature Extraction
- □ Feature Encoding
- □ Feature Transformation
- ☐ Feature Selection
- ☐ Imbalance Handling





## Data Cleansing





# Feature Extraction & Encoding

#### **Feature Extraction**

- 1. RFM Cat
- 2. Customer Lifespan
- 3. Total Purchase
- 4. Total Spending
- 5. Total Offers, dan 10 lainnya.

**RFM Cat**, segmentasi customer (champions, loyal customer, at risk customer, dan new customer).

Recency, Total Purchase, Total Spending

**Customer Lifespan**, jumlah hari saat menjadi customer sampai data dikumpulkan (Juli, 2014).

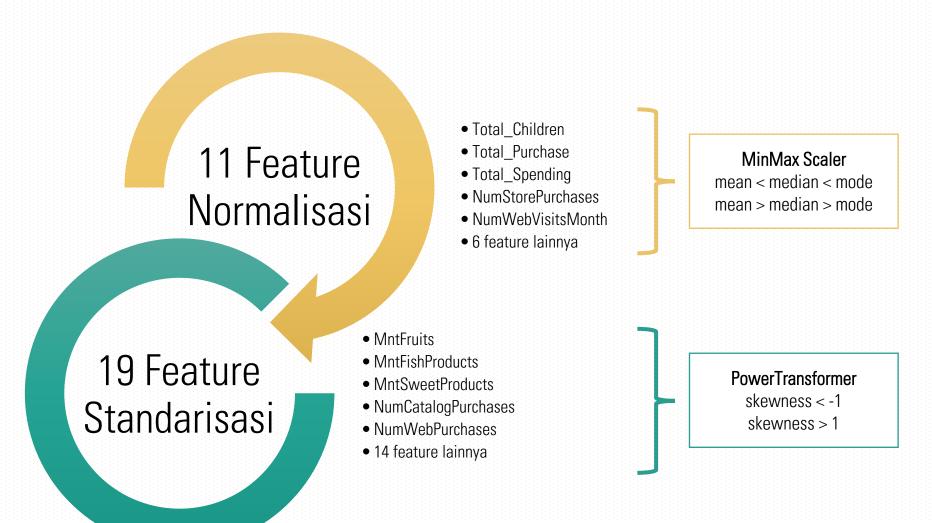
– Dt Customer

### **Encoding Categorical**

- 1. Ordinal Encoding
  - Education
  - Marital Status
- 2. Manual Encoding
  - Relationship Status
  - Primary Needs
  - RFM Cat



## Feature Transformation



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## Feature Selection



## Numerical - Categorical

Before: 33 Feature

After: 28 Feature

\*Confidence Level 95% (Anova, Chi-Squared)

## Uji Chi-Squared

## **Categorical - Categorical**

Before: 5 Feature

After: 3 Feature

## Redundancy Analysis

## **Redundancy Feature**

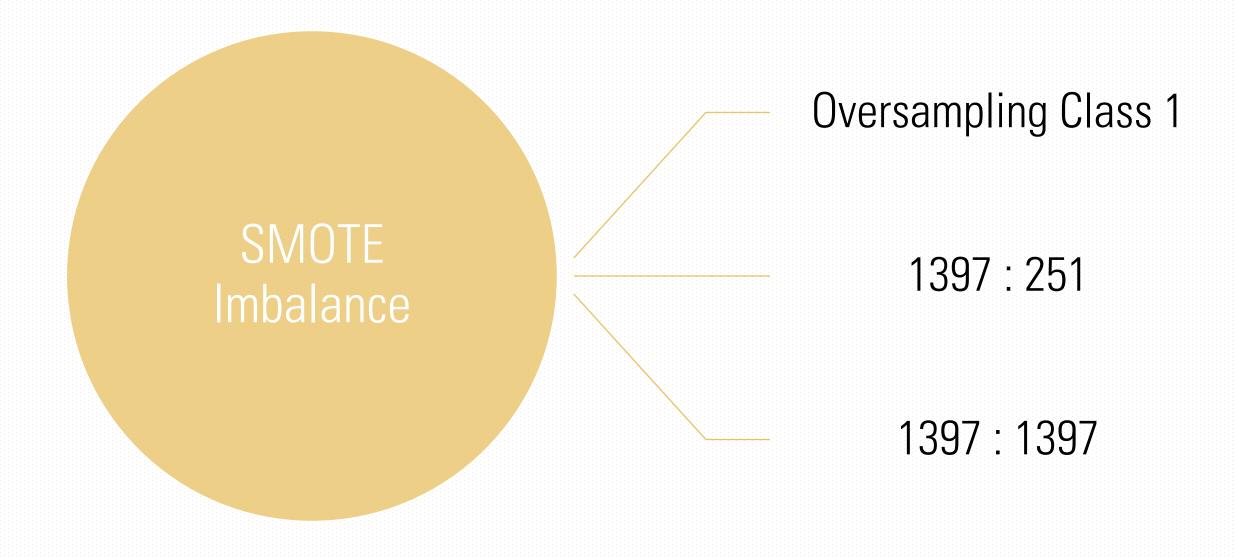
Before: 31 Feature

After: 15 Feature

#### **Feature Selected**

- 1. Recency
- 2. Customer\_Lifespan
- 3. RFM\_Cat
- 4. Education
- 5. MntFruits
- 6. MntFishProducts
- 7. MntSweetProducts
- 8. MntGoldProds
- 9. NumWebPurchases
- 10. NumCatalogPurchases
- 11. AcceptedCmp1
- 12. AcceptedCmp2
- 13. AcceptedCmp3
- 14. AcceptedCmp4
- 15. AcceptedCmp5







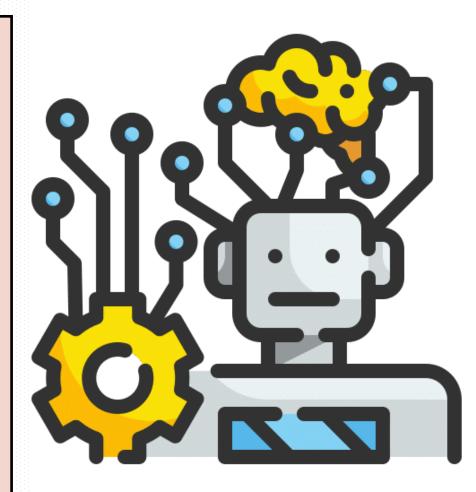
# Modeling & Evaluation

## Modelling & Evaluation

- Modelling
- Evaluation
- ☐ Feature Importance

#### **Business Insight & Recommendation**

- Business Simulation
- ☐ Business Insight & Recommendation





## Modelling

Mengurangi False Positive yaitu Meningkatkan Tingkat Respon situasi ketika model memprediksi Precision Customer customer untuk merespon kampanye Metrik Primer padahal realitanya tidak. Meningkatkan tingkat kebenaran (True Meningkatkan revenue stream dari Accuracy Positive + True Negative) prediksi dari setiap kampanye. Metrik Sekunder suatu model.



## Evaluation

#### **Metrics Precision**

Model	CV Precision	CV Precision HT	Fit Rate (%)	Fit Rate (%) HT
SVC	0.799378	0.873749	2.25	2.79
XGBClassifier	0.847233	0.912467	4.29	11.30
AdaBoostClassifier	0.872463	0.908271	6.47	8.20

## Metrics Accuracy

Model	CV Accuracy	CV Accuracy HT	Fit Rate (%)	Fit Rate (%) HT
SVC	0.832502	0.834291	12.87	13.28
XGBClassifier	0.840023	0.879048	6.63	7.92
AdaBoostClassifier	0.861142	0.871889	7.18	7.34

<sup>\*</sup>Fit Rate = Selisih nilai presisi pada data train-data test

## **Efek Tuning**

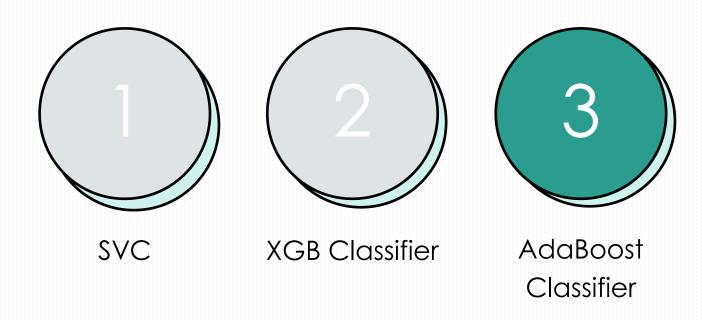
Hyper Pararameter tuning meningkatkan performa model menuju best-fit

Nilai presisi juga terlihat meningkat setelah di-tuning

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# Pemilihan Model Machine Learning



Model Rekomendasi Market Insider

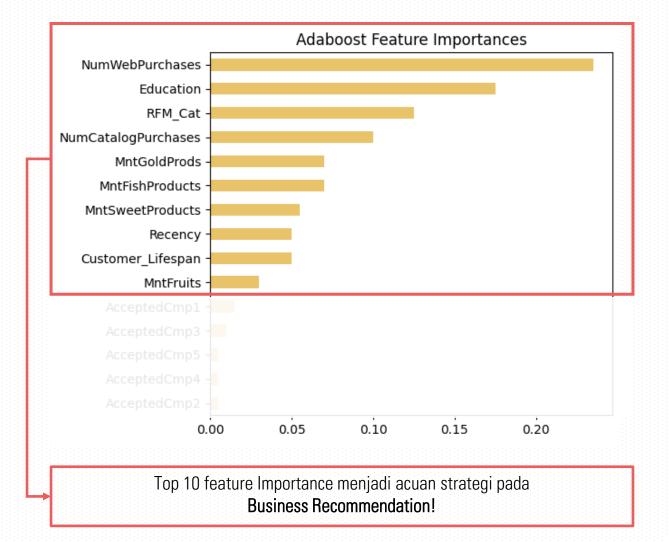
## Model AdaBoost memiliki nilai precision dan Fit Rate yang optimal diantara lainnya

Model	Precision (%)	Accuracy (%)	Fit Rate HT (%)
SVC	87.49	83.42	2.7
XGB	91.24	87.90	11.3
AdaBoost	90.82	87.18	8.2

<sup>\*</sup>Fit Rate = Selisih nilai presisi pada data train-data test



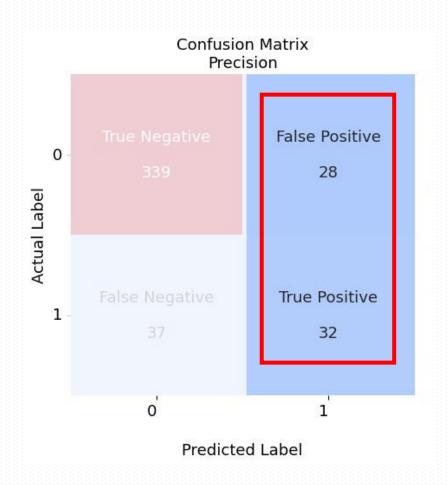
# Feature Importance



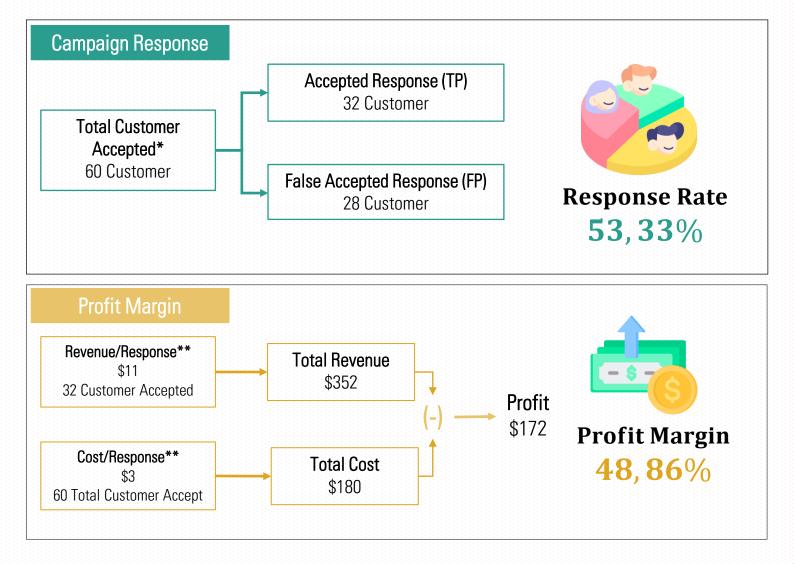
Feature	Importance
NumWebPurchases	0.235
Education	0.175
RFM_Cat	0.125
NumCatalogPurchases	0.100
MntFishProducts	0.070
MntGoldProds	0.070
MntSweetProducts	0.055
Customer_Lifespan	0.050
Recency	0.050
MntFruits	0.030



## **Business Simulation**



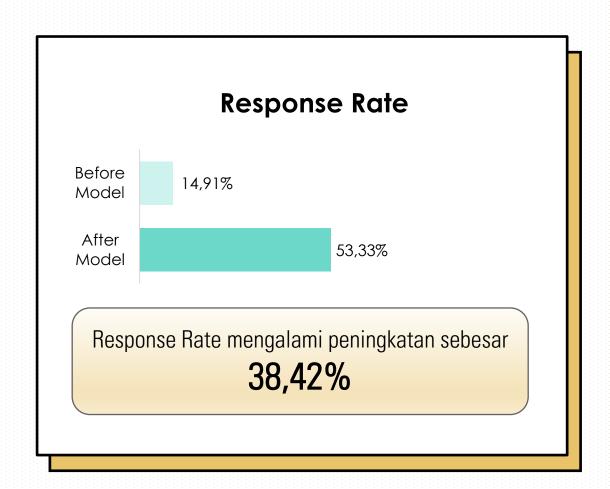
<sup>\*</sup>Hitungan bersifat simulasi karena menggunakan data testing

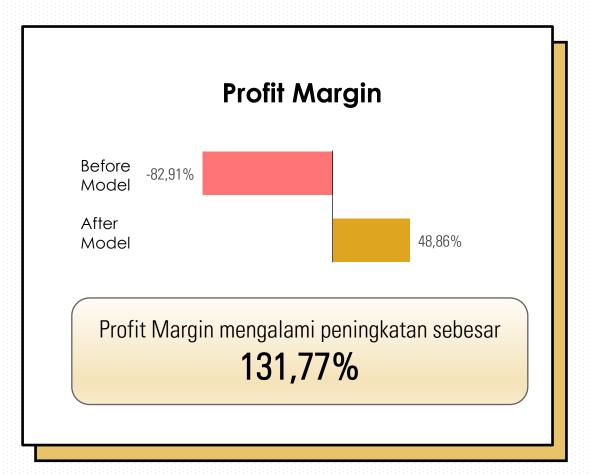


<sup>\*\*</sup>Nilai Awal Revenue dan Cost merupakan asumsi tim DS



## **Business Simulation**

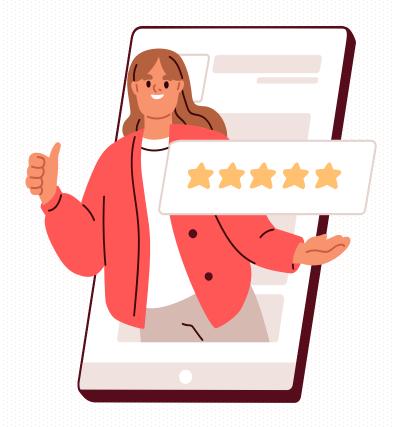






## **Business Recommendation**

Sebagai acuan rekomendasi bisnis, kami akan fokus pada profil pelanggan berikut.





## **Education**

Level Graduation



## **RFM Category**

Loyal Customer (frekuensi belanja & monetary tinggi)



## Recency

32 - 46 hari



## Lifespan

393 - 495 hari



## **Business Recommendation**



Memberikan diskon harga pada produk terpilih (produk emas, ikan, makanan manis atau buah) untuk pembelian melalui website & katalog dengan tujuan meningkatkan ketertarikan pelanggan dan peningkatan penjualan.



Memberikan voucher dan mengadakan program cashback yang dapat diredeem oleh pelanggan terpilih saat bertransaksi dengan tujuan mempertahankan pelanggan.



Mengadakan promo bundling untuk pembelian produk utama (emas atau ikan) dan produk pendukung lainnya (makanan manis atau buah) untuk meningkatkan ketertarikan pelanggan membeli lebih banyak produk.

# Thank you

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