

# Marketing Offer based on Google Play Apps' reachability

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# Agenda

- Business Case
- Process
- > Results
- > ETL Analysis
- > Challenges
- > Q&A



# Business Case

### **BUSINESS ANALYSIS**

#### **BUSINESS GOALS**

Support Marketing Team to build business proposals addressed to potential customers. These proposals can provide analytics with regards to sales, price and advertising capabilities of Google PlayStore Apps.

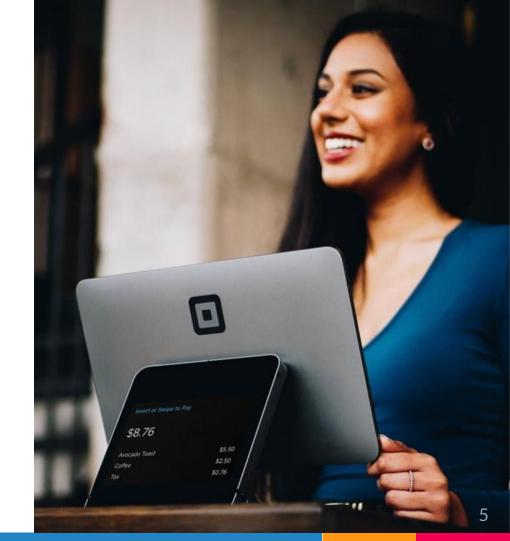
The goal is to build personalized offers based on the nature of the potential customer's product itself.

#### **TECHNICAL BUSINESS REQUIREMENTS**

- Gather, analyze and transform data found in Google Playstore dataset
- Clean and update the dataset
- Perform ETL processes
- Visualize the results and communicate them to the business stakeholders

## BUSINESS STAKEHOLDERS

This project is addressed to internal stakeholders that are interested to build data driven marketing propositions addressed to potential customers with end target to secure their marketing campaigns. Such customers might be advertising companies or the marketing department of a company.



# 1. PROCESS

How we did it?

## Data Cleaning, Import, Transformation & Visualization

### **Data Cleaning**

For the data cleaning process we used VI editor to generate queries instantly and Visual Studio to run the whole process automatically

## Import & Transformation

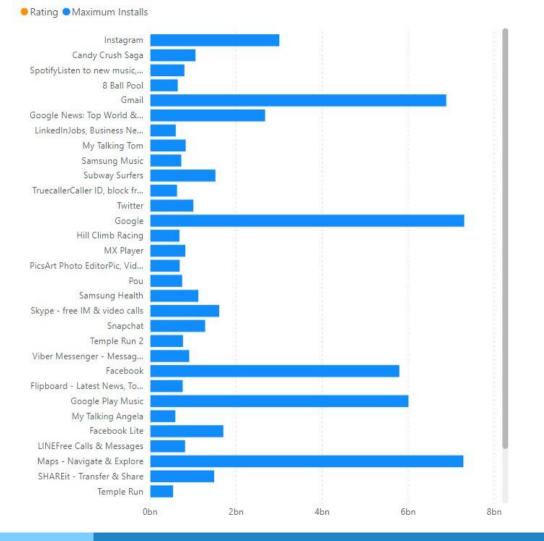
The data import process took place in Visual Studio & MSSQL

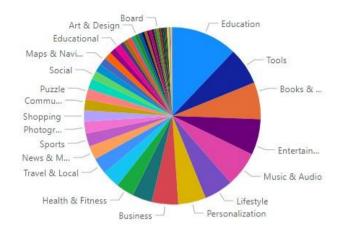
#### Data Visualization

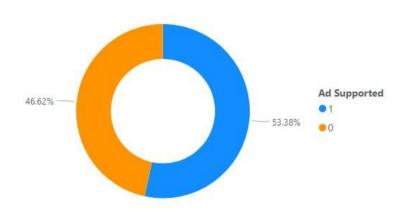
The data visualization process took place in Power BI

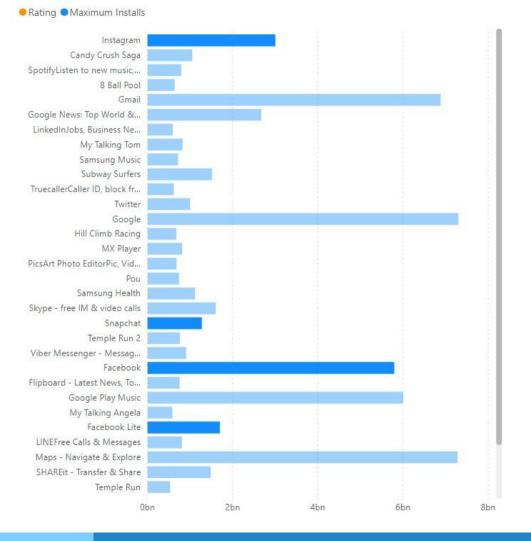
# 2. RESULTS

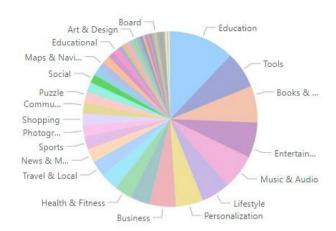
What is the outcome?

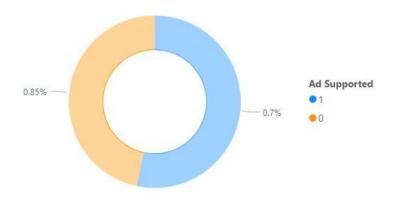




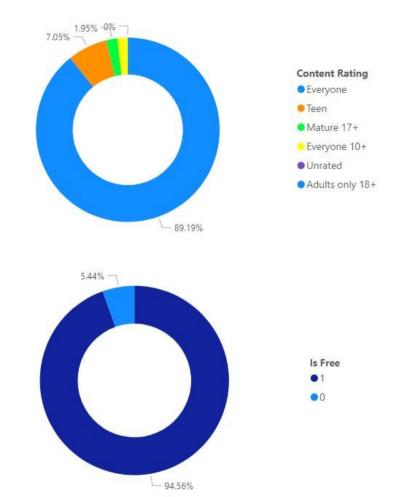








Asphalt 8: Airborne - Fe	un Real Car Racing Game	
9,245,981.00	4.40	0.00
Rating Count	Rating	Price
Dragon City		
7,669,588.00	4.50	0.00
Rating Count	Rating	Price
Dream League Soccer		
13,288,343.00	4.40	0.00
Rating Count	Rating	Price
Duolingo: Learn Langua	ges Free	
9,577,968.00	4.70	0.00
Rating Count	Rating	Price
Gardenscapes		
9,330,402.00	4.30	0.00
Rating Count	Rating	Price
Hay Day		
11,595,467.00	4.50	0.00
Rating Count	Rating	Price
Homescapes		
8,518,930.00	4.30	0.00
Rating Count	Rating	Price
Instagram		
103,232,648.00	4.50	0.00
Rating Count	Rating	Price



#### PUBG MOBILE LITE

5,733,259.00	4.20	0.00
Rating Count	Rating	Price

#### Smule - The Social Singing App

3,920,931.00	4.00	0.00
Rating Count	Rating	Price

#### Snapchat

22,934,461.00	4.30	0.00
Rating Count	Rating	Price

#### SoundCloud - Play Music, Audio & New Songs

4,479,769.00	4.50	0.00
Rating Count	Rating	Price

#### Wattpad - Read & Write Stories

3,779,887.00	4.10	0.00
Rating Count	Rating	Price

#### World War HersWW2 FPS

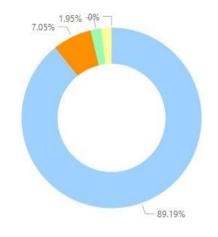
1,845,730.00	4.40	0.00
Rating Count	Rating	Price

#### YouTube

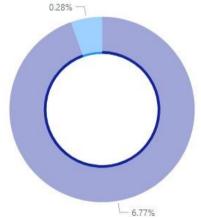
77,743,220.00	4.10	0.00
Rating Count	Rating	Price

#### Yu-Gi-Oh! Duel Links

1,983,507.00	4.40	0.00
Rating Count	Rating	Price









# **→** 295,693,394,583

That's a lot of Users

**→276,781** apps

And a lot of Apps that support Advertising

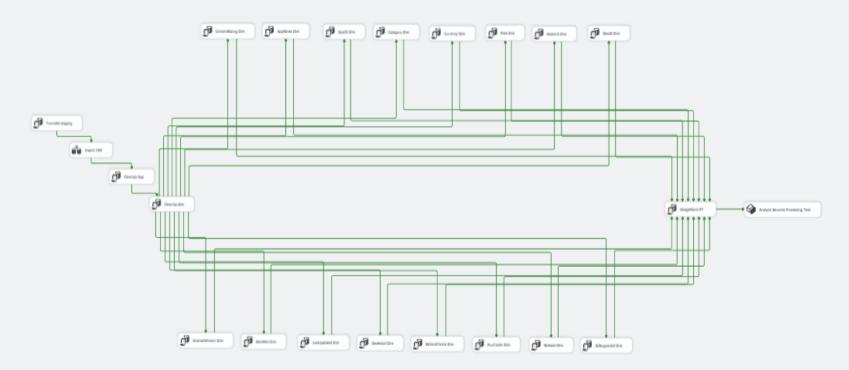
**100%** 

Total success!

# 3. ETL ANALYSIS



### ETL PROCEDURES



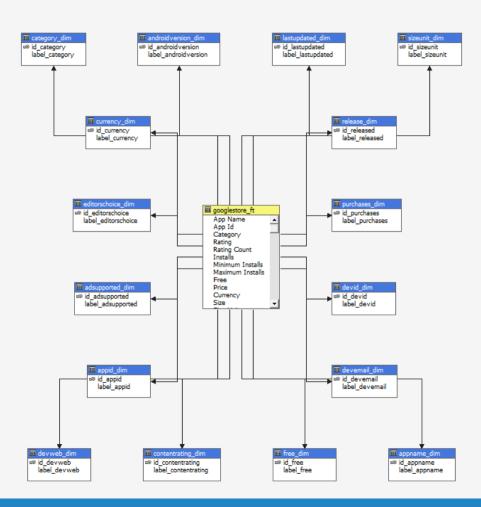
Visual Studio Data Tools 17

## FACT TABLE

	App Name	App Id	Category	Rating	Ratin	Installs	Minimu	Maxim	Free	Price	Currency	Size	Si	Mini	Develo	Develope	Devel	Released	Last Up	Con	A	In Ap	Editors
1	139829	62099	35	0	0	100	100	405	2	0	13	7.5	1	111	65782	36798	11566	2665	53351	2	1	1	1
2	160329	387962	24	4.4	332	100000	100000	188476	2	0	13	12	1	91	83135	98036	144777	112	56928	4	1	1	1
3	85446	273596	39	4.5	56383	1000000	1000000	19531	2	0	13	5.3	1	16	48335	146542	98283	2461	209013	2	1	1	1
4	71121	401049	28	3.5	554	50000	50000	80394	2	0	13		3	6	81458	19661	110516	347	152087	2	1	2	1
5	286391	320093	12	0	0	500	500	879	2	0	13	8.5	1	25	52341	36798	109855	1096	327958	2	1	1	1
6	412823	452988	8	4.2	40	1000	1000	2850	2	0	13	7.6	1	14	66450	75364	151225	1573	105897	2	1	1	1
7	145689	198035	28	0	0	50	50	85	2	0	13	3.4	1	91	84850	36798	143417	728	376488	2	1	1	1
8	381642	458264	39	4	6	500	500	608	2	0	13	60	1	50	24186	36798	14352	236	149605	2	1	1	1
9	178873	223369	28	4.3	3274	100000	100000	329681	2	0	13	7.0	1	16	21449	36798	117789	1602	146266	2	1	1	1
10	438505	62069	35	4	9	1000	1000	1697	2	0	13	8.4	1	15	65782	36798	11566	2242	105708	2	1	1	1
11	66042	215064	19	4.2	4828	1000000	1000000	18174	2	0	13	74	1	83	49083	61066	129128	2786	332560	2	1	2	1
12	304207	237722	38	0	0	500	500	594	2	0	13	2.5	1	16	35853	36798	86197	410	99438	2	1	1	1
13	101240	323493	42	4.1	295	50000	50000	79708	2	0	13	18	1	91	83329	98422	38861	2979	360161	2	1	1	1
14	215070	314192	1	3.7	13	1000	1000	4653	2	0	13	25	1	14	5376	66275	108047	2187	275245	4	1	1	1
15	371879	71217	12	0	0	100	100	329	2	0	13	12	1	91	81545	59714	111703	1740	332202	2	1	1	1
16	328705	51659	1	4.8	48	5000	5000	9985	2	0	13	47	1	91	79942	36798	105774	2794	10041	2	1	1	1
17	47043	231019	11	4.4	91	100000	100000	102369	2	0	13	6.7	1	91	49303	15592	68208	298	386701	2	1	1	1
18	397791	517862	12	0	0	10	10	30	1	4.99	13	1.4	1	77	39645	142180	6871	1749	142019	2	1	1	1
19	191990	218681	26	4.3	85629	5000000	5000000	91784	2	0	13	76	1	77	63287	78401	129221	510	164832	2	1	2	1
20	351748	181902	23	4.5	44596	1000000	1000000	22868	2	0	13		3	6	65137	97125	55600	1247	352273	2	1	2	1
21	105002	494001	8	4.4	8	5000	5000	8983	2	0	13	1.9	1	112	39896	36798	52993	1181	290740	2	1	1	1
22	410506	517205	1	0	0	500	500	630	2	0	13	55	1	50	77372	36798	144028	1757	261726	2	1	1	1
23	411303	70093	28	4.4	102	10000	10000	17104	2	0	13	4.9	1	91	29752	6361	145053	3449	213915	2	1	1	1
24	111285	53362	1	0	0	100	100	449	2	0	13	3.5	1	16	69069	36798	113671	16	400229	2	1	1	1
25	151133	248964	38	4.7	3545	100000	100000	222466	2	0	13	12	1	77	53191	59151	38177	494	392574	5	1	2	1

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### **CUBE**



# 4. CHALLENGES



Our biggest challenge was to pick the right dataset in terms of size, complexity and potential business outcome

# Thanks! Any questions?