# BUAN 6337 - MARKETING PREDICTIVE ANALYTICS PROJECT REPORT

# **MARKETING STRATEGY FOR**



(Category: Frozen Pizza)

# Group 4

Dinesh Varma Indukuri

**Yuting Kuang** 

Xuan Luo

Sehrish Rizvi

Zhijia Yang

Garima Bajaj

#### **OVERVIEW**

**Introduction**: Below is an analysis of Tombstone, a brand of frozen pizza manufactured by Kraft Foods. This analysis was confined to Grocery stores because grocery stores contribute to nearly 80% of total Frozen pizza sales.

**Objective:** Develop strong marketing strategies to increase revenue and market share of Tombstone frozen pizza. This project contains the predictive and exploratory analysis performed with the goals to boost the units sold by Tombstone and provide strategic insights to the marketing team

**Key Takeaways:** Using the below methods we were able to find three areas that can help improve Tombstone sales.

Recommendation 1: Tombstone must focus on increasing major displays, Price Reduction flags, medium & large size features, and Ads for its products to witness high sales growth.

Recommendation 2: We have flagged some customers that are in hibernation mode, we recommend focusing more aggressive promotions towards these customers. We also recommend increasing customers' lifetime value through a rewards program

Recommendation 3: We recommend two retention strategies. First, sending personalized mail to customers who are inactive for 13 weeks and second, sending special coupons to customers inactive for 19 weeks.

Five methods of analysis were used to reach these findings: Descriptive Analytics, Liner Regression Analysis, Panel Regression, Recency Frequency Monetary (RFM) Model and Survival Analysis.

#### **LINEAR REGRESSION ANALYSIS**

To understand the various factors affecting sales and price elasticity, linear regression was performed on full data set and sales data of TOMBSTONE. Sales amount in dollar was taken as dependent variable

	Full Data	set		TOMBSTONE			
Variable	Parameter	Standard	Pr >  t	Variable	Parameter	Standard	Pr >  t
	Estimate	Error			Estimate	Error	
Intercept	18.95385	0.06742	<.0001	Intercept	19.18942	0.25294	<.0001
PRICE_WT	7.64712	0.05506	<.0001	PRICE_WT	2.90814	0.13353	<.0001
fA	34.6408	0.20683	<.0001	fA	32.72621	0.54845	<.0001
fAP	37.7356	0.51921	<.0001	fAP	60.5755	1.38807	<.0001
fB	21.94923	0.22942	<.0001	fB	23.94833	0.70211	<.0001
fC	9.89757	0.64086	<.0001	fC	11.28107	2.2728	<.0001
Dminor	81.25387	0.33985	<.0001	dminor	83.92257	0.96592	<.0001
Dmajor	53.20874	0.22281	<.0001	dmajor	53.77658	0.67916	<.0001
PR	2.21162	0.11975	<.0001	PR	0.74676	0.38237	0.0508

• A+ Ads have more impact on sales of TOMBSTONE when compared to the total sales of the other brands: The presence of A+ Ad (feature fAP) increases the total sales for TOMBSTONE by \$60.5 while overall sales increase by only \$37.7. Thus, it indicates that

we need to continue to do more of A+ ads in feature which is more cost effective when compared to larger ad features.

- When compared to the total sales for other brands, the effect of small aisle display is more for TOMBSTONE: Small aisle displays generates as much sales (\$83) for our brand when compared to the sales of other brands which is \$81. Thus, we channel the marketing budget in small aisle displays.
- Price Reduction Flag has lesser effect on TOMBSTONE when compared to the effect of price reduction flag for overall sales: When compared to no price reduction in a week, sales for TOMBSTONE is affected by \$0.74. Whereas for overall sales gets affected by \$2.2 when there is price reduction.

## **Regression (Panel Regression)**

In the fast-moving consumer good section, one of the major drivers of sales is price. Not only does the product's own price impact sales but the price of the substitutes also have a big impact as this is a very price sensitive market – the consumers do not have any preference for a product.

#### **METHODOLOGY**

- PROC PANEL functions used to account for Panel Data. A Hausman Test was conducted
  to test if there is endogeneity. The P-value was < 0.0001. Hence, we concluded that the
  fixed effects model is better. Also, intuitively it can be said that there is a simultaneous
  effect between quantity demanded and price which gives rise to endogeneity and hence
  FE is a better model as Random Effects does not have the capability to account for the
  problem of endogeneity</li>
- Volume Equivalent sales was used as the dependent variable to show the change in sales when the price of the own product or the substitute's product changes

#### TOMBSTONE:

From the panel regression output, it's clear that from the available alternatives that sales are not price elastic (own & cross).

- We can consider cross price effect of "OTHERS" on TOMBSTONE. We may say that TOMBSTONE sales are affected positively if average weighted price on OTHERS go up by 1 unit.
- Displays, Features and Price Reduction Flags by TOMBSTONE have huge positive impact
  on its Volume Equivalent sales. Most importantly, the combined effect (DF\_CC) of major
  display, medium size feature and Price Reduction Flag is considerable which emphasizes
  that a price reduction and promotion have a major impact on sales.
- If TOMBSTONE increases weighted medium size features by 1%, its Volume equivalent sales would increase by 24.45 units
- If TOMBSTONE increases weighted major displays by 1%, its Volume equivalent sales would increase by 85.59 units

- If TOMBSTONE increases weighted Price Reduction flags by 1%, its Volume equivalent sales would increase by 10.21 units
- IF TOMBSTONE increases weighted Price Reduction flags by 1% and weighted major displays by 1% and weighted medium size features by 1% simultaneously, its Volume equivalent sales would decrease by 9.72 units
  - ❖ From the below panel result it is evident that TOMBSTONE customers tend to prefer different features among the product and inclined towards advertisements (Display) and price reduction flag has it's own impact

Variables	DF	Estimate	Standard Error	t Value	Pr > ItI	
Intercept	1	-13.2064	8.0421	-1.64		0.1006
PRICE_WGTTOMBSTONE	1	-0.17843	0.1328	-1.34		0.1791
PRICE_WGTDI_GIORNO	1	0.03728	0.1425	0.26		0.7936
PRICE_WGTRED_BARON	1	0.157599	0.1119	1.41		0.1589
PRICE_WGTFRRESCHETT	1	0.010786	0.1037	0.1		0.9171
PIRCE_WGTOTHERS	1	0.591836	0.2573	2.3		0.0214
fA_wgtTOMBSTONE	1	45.81156	0.8842	51.81	< .0001	
fAP_wgtTOMBSTONE	1	67.77593	2.4625	27.52	< .0001	
fB_wgtTOMBSTONE	1	24.45516	1.1029	22.17	< .0001	
fC_wgtTOMBSTONE	1	0.7433	3.5996	0.21		0.8364
dminor_wgtTOMBSTONE	1	85.59928	1.7387	49.23	< .0001	
dmajor_wgtTOMBSTONE	1	51.19611	1.1363	45.05	< .0001	
PR_wgtTOMBSTONE	1	10.21192	0.634	16.11	< .0001	
DF_CC	1	-9.72582	3.5933	-2.71		0.0068

#### **Di GIORNO**

The other giant in this market is **Di GIORNO** which competes very closely with TOMBSTONE. These two have strong impact on market share as individual brands. Now let's look at how our competitor's sales are affected

			Standard	t	
Variables	DF	Estimate	Error	Value	Pr > ItI
Intercept	1	13.94385	5.1036	2.73	0.0063
PRICE_WGTTOMBSTONE	1	0.100905	0.0839	1.2	0.2292
PRICE_WGTDI_GIORNO	1	1.020283	0.0907	11.25	< .0001
PRICE_WGTRED_BARON	1	-0.02486	0.071	-0.35	0.7263
PRICE_WGTFRRESCHETT	1	0.128646	0.0658	1.95	0.0506
PIRCE_WGTOTHERS	1	-0.00919	0.1633	-0.06	0.9551
fA_wgtDI_GIORNO	1	30.17062	0.67	45.03	< .0001
fAP_wgtDI_GIORNO	1	21.59141	2.0112	10.74	< .0001
fB_wgtDI_GIORNO	1	21.3714	0.7316	29.21	< .0001
fC_wgtDI_GIORNO	1	5.182697	2.6586	1.95	0.0512
dminor_wgtDI_GIORNO	1	51.73122	1.2306	42.04	< .0001
dmajor_wgtDl_GlORNO	1	38.79139	0.7221	53.72	< .0001
PR_wgtDI_GIORNO	1	12.22055	0.4367	27.98	< .0001

F Test for No Fixed Effects					
Num DF	Den DF	F Value	Pr > F		
1448	66639	14.39	< .0001		

• Own Price Effect: 1 unit increase in average weighted price of Di Giorno will increase its volume equivalent Sales by around 1 unit.

Own Price Elasticity for Di Giorno: (1.020) \*(3.03 / 23.128) = 0.1336

• **Cross Price Effect:** A 1 unit increase in average weighted price of FRESCHETT increases the volume equivalent Sales of **Di Giorno** by around 0.128 units

Cross price elasticity = (0.128) \* 2.77 / 23.128 = 0.015

This shows that **Di Giorno customers** are price elastic.

 Displays, Features and Price Reduction Flags by Di Giorno have significant impact on its volume equivalent Sales

#### **Recommendation:**

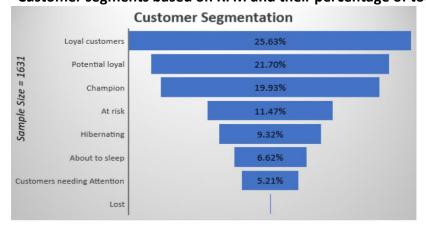
• TOMBSTONE must focus on increasing major displays, Price Reduction flags, medium & large size features Ads for its products to witness very high sales growth.

### **RFM Analysis:**

We performed RFM analysis on the dataset to segment our customers based on RFM scores and to identify those customers who are most loyal, who are more responsive to marketing campaigns and who are at risk of leaving the brand. The panel data for grocery stores was combined with the product data to identify the brands chosen by different panellists. We choose only those panellists who purchased our brand "TOMBSTONE". Based on the RFM scores we have segmented our customers into 10 categories based on the following criteria.

Customer segment	Recency Rank	Frequency & Monetary Rank
Champion	4-5	4-5
Loyal customers	2-5	3-5
Potential loyal	3-5	1-3
Recent customers	4-5	0-1
Promising	3-4	0-1
Customers needing Attention	2-3	2-3
About to sleep	2-3	0-2
At risk	0-2	2-5
Hibernating	1-2	4-5
Lost	0-2	0-2

#### Customer segments based on RFM and their percentage of total customers



#### **Insights:**

- 1.) We have 21.7 % of Potential loyal customers which is a good sign as there are more chances that we can convert them to champions and loyalists.
- 2.) We have 25.63% of Loyal customers, 19.93% champions, 21.70% potential loyal customers, all together 67.26% of total customers who bought TOMBSTONE are loyal and most likely to buy it again.
- 3.) We have 6.62% of our customers who are about to leave our brand.
- 4.) Only 0.12% of customers left for other brands

#### **Recommendations:**

- a.) We have 9.32% customer in hibernation mode, for them, we need to run an aggressive promotional campaign to win them over again.
- b.) Must convert Potential Loyalist customers to champions through reward programs for their loyalty.

#### **Logistic Regression (Multinomial Logistic Regression)**

Multinomial Logistic regression was conducted to analyse the brand preference across various demographics.

#### 1) Overall Brand Preference:

Parameter	DF		Estimate	Standard Error	t Value	Approx. Pr > ItI
br2		1	2.2636	0.3379	6.7	< .0001
br3		1	0.8612	0.4012	2.15	0.0318
br4		1	-0.4246	0.4572	-0.93	0.353
br5		1	3.4979	0.3148	11.11	< .0001

From the above it is seen that the order of brand preference at an overall level excluding the impact of customer income, family size and other demographics is as follows:

OTHER Brands > TOMBSTONE > RED BARON > FRESCHETT = DI GIORNO

#### 2) Effect of customer income on brand preference:

inc2	1	-0.0305	0.0121	-2.51		0.012
inc3	1	-0.0626	0.0147	-4.26	< .0001	
inc4	1	-0.003784	0.0164	-0.23		0.8174
inc5	1	-0.0725	0.0111	-6.53	< .0001	

High income customers prefer TOMBSTONE & RED BARON.

#### 3) Effect of Family Size on brand preference:

Family_Size2	1	0.1452	0.0268	5.42	< .0001	
Family_Size3	1	0.164	0.0312	5.26	< .0001	
Family_Size4	1	0.039	0.0354	1.1		0.2696
Family_Size5	1	0.1678	0.0248	6.77	< .0001	

Large Families prefer TOMBSTONE & RED BARON.

#### 4) Effect of Age on brand preference

Age_grp_M2	1	-0.2152	0.0348	-6.19	< .0001	
Age_grp_M3	1	-0.2455	0.0396	-6.2	< .0001	
Age_grp_M4	1	-0.1004	0.0449	-2.24		0.0252
Age_grp_M5	1	-0.1894	0.0323	-5.86	< .0001	

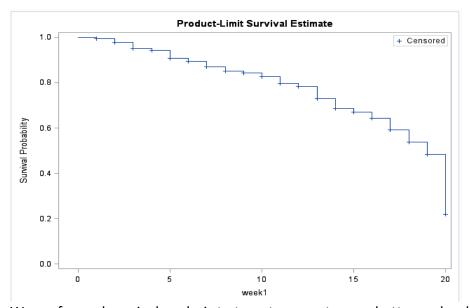
Higher age people prefer = DI GIORNO, younger age people prefer TOMBSTONE, RED BARON

## **Survival Analysis**

We considered 20 weeks of data into a bucket and an compared with sales in the next 20-week bucket to compare the customer frequency to determine the churn rate.

After Creating the RFM scores, checked for the correlation between R, F, M values

Quantile	Estimates				
	95% Cofidence Interval				
Percent	Point Estimate	Transform	Upper	Lower	
75	20	LOGLOG			
50	19	LOGLOG	19	20	
25	13	LOGLOG			



We performed survival analysis to target our customers better and reduce churn

#### **Insights:**

- If a customer is inactive for 13 weeks, then there is 25% chance that he would churn
- If a customer is inactive for 19 weeks, then there is 50% chance that he would churn
- If a customer is inactive for 20 weeks, then there is 75% chance that he would churn

#### **Recommendations:**

For TOMBSTONE to retain its customer base, it is recommended to

- Send a personal come back mail to the customer who is inactive for 13 weeks
- Send a special coupon to the customer who is inactive for 19 weeks