

## THE COMPANY

- Global Electronics, a leading retailer of consumer electronics, has provided with several datasets containing information about their customers, products, sales, stores, and currency exchange rates.
- The company seeks to leverage this data to better understand their business and identify areas for improvement.

# THE REQUIREMENT

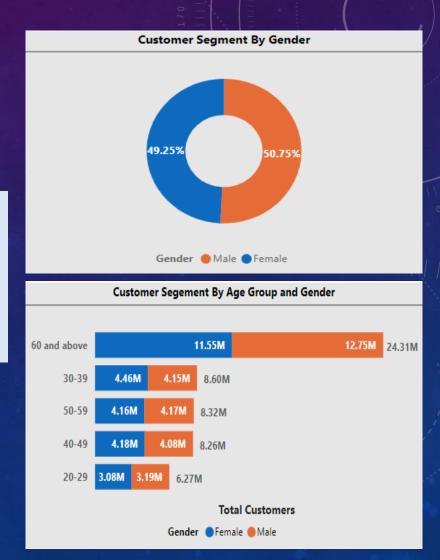
- As part of Global Electronics' data analytics team, there is a request to conduct a comprehensive Exploratory Data Analysis (EDA) to uncover valuable insights from the company's data.
- The goal is to provide actionable recommendations that can enhance customer satisfaction, optimize
  operations, and drive overall business growth.

## CUSTOMER ANALYSIS



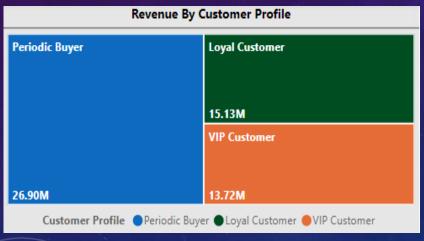


- **Gender distribution** appears to be **evenly balanced**. This suggests that the retailer's products might be appealing to both genders.
- The customer base is predominantly composed of individuals aged 60 and above, and the youngest in the age group of 20-29 represents a significantly smaller portion
- Majority of customers are from North America followed by Europe and Australia. Toronto is leading in the US, followed by the ones in Canada including Montreal, Calgary and Atlanta.



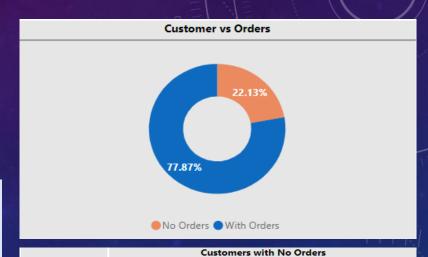
## **CUSTOMER-SALES ANALYSIS**





### Insights:

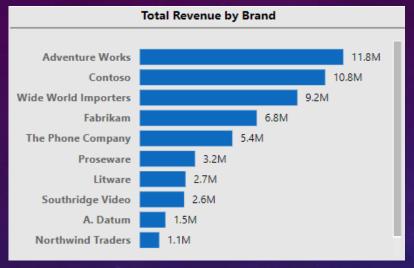
- North America tops with most customers and highest revenue, followed by Europe and Australia. Toronto leads amongst the other cities.
- Periodic buyers with purchase frequency of 5-10 orders generates almost 50% of revenue and the remaining together by the loyal and VIP customers
- 22.13% customers with no orders indicate an action to be taken.
- Gender distribution seems to be contributing equally to the revenue

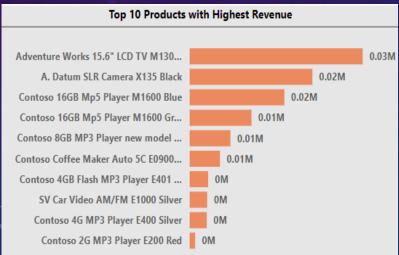


Name	Gender	Cust_Country	Cust_State
Aaron Collis	Male	United States	Colorado
Aaron McLean	Male	United States	Maine
Aaron Sasse	Male	Australia	Queensland
Abbey Lempriere	Female	Australia	Queensland
Abbey Piquet	Female	Australia	New South Wales
Abbie O'Connor	Female	United Kingdom	Denbighshire
Abby Hunt	Female	United Kingdom	Mid Devon
Abby Hunter	Female	United Kingdom	Moray
Abby Hyam	Female	Australia	Tasmania
Abby Jeanneret	Female	Australia	New South Wales

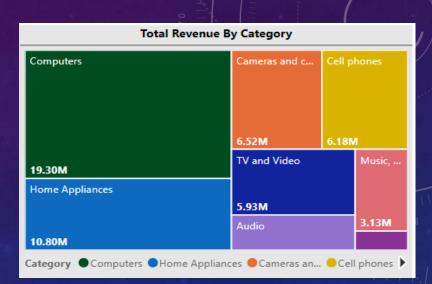
No Orders

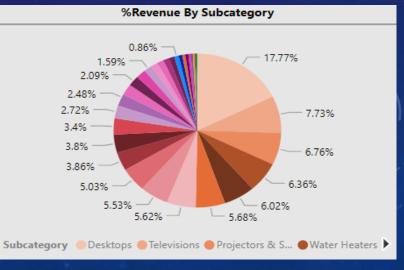
### PRODUCT-SALES ANALYSIS





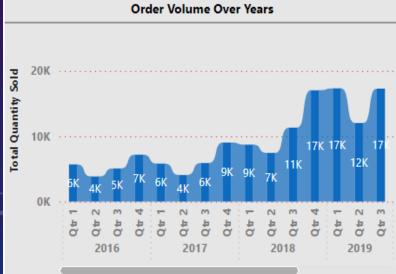
- Leading Brands: Adventure Works leads followed by Contoso and WWI. Lead by 'Adventure Works' indicates strong brand recognition and customer preference. Marketing and product quality likely contribute to this brand's success.
- Top Category and Subcategory: Computers are the most popular category followed by Home Appliances, Cameras and Cell Phones. In the subcategory, Desktops has a significant 17.77% revenue.
- Top Products: The highest-selling products are from Adventure
  Works and Contoso. This suggests a high demand for these
  products among customers, potentially due to specific features or
  competitive pricing.





# PRODUCT-SALES ANALYSIS



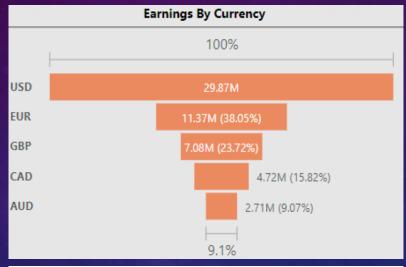


- Highest number of orders in 2019 might be due to COVID
- Quarter 2 every year has recorded the least revenue and a peak revenue in Quarter 4 and Quarter 1
- There are 25 Products with no sales indicate further analysis and appropriate action. The subcategory seems to be mostly Lamps.

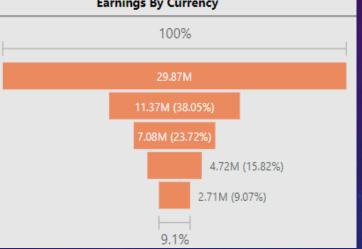
	Products with No Sales								
	ProductName	Subcategory							
	Adventure Works Chandelier M6150 Black	Lamps							
	Adventure Works Desk Lamp E1200 Blue	Lamps							
5	Adventure Works Desk Lamp E1300 Grey	Lamps							
ts Sale	Adventure Works Desk Lamp E1300 Silver	Lamps							
	Adventure Works Floor Lamp M2150 Black	Lamps							
	Total								

## STORE & CURRENCY ANALYSIS





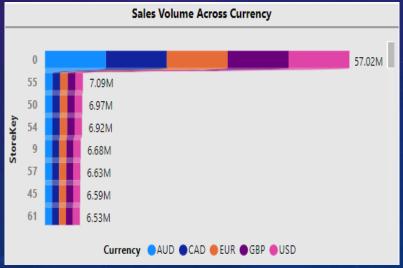






	20M					21.36N	И						
Revenue	10M						\						
		2.18N		5.66M	0.891		5.40M		3.29M	6.41M	1.28M		0.28M
	MO	==	17	16	15	14	12	11	10	q	8	6	5
	Store Age										3		
Cat	tegory	<ul><li>Au</li></ul>	dio (	Came	eras a	nd car	nc (	Cell	phone	s • C	omput	ers	•

Revenue By Store Age By Product Category



- US tops with the highest revenue and gender does not have any correlation to the revenue generated
- USD is the most widely used currency
- Online Store (Store #0) made more than 50% with almost equal contribution by all currency types
- 9 stores with no sales indicates further analysis

