

# **DATA ANALYTICS** PORTFOLIO

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# PROJECTS

1

## **Game Co**

Analysing global video game sales.

2

## **Influenza Preparation**

Planning for the upcoming flu season.

3

## **Rockbuster Stealth LLC**

Creating a strategy for the launch of a new online video service.

4

## **Instacart**

Analysing sales data to uncover sales patterns.

5

## **Pig E. Bank**

Provide analytical support to its anti-money laundering compliance department.

6

## **TBD**

# **1.** **GAME CO** MARKETING STRATEGY 2017

# OVERVIEW

## OBJECTIVE

Data Analytics are asked to look into the data of global video game sales and to test the hypothesis. If it's not true, the marketing budget will need to be redistributed among the regions to maximize return on investment.

## TOOLS

Microsoft Excel  
Microsoft Powerpoint

## SKILLS

Data cleaning  
Data grouping and summarizing  
Descriptive analysis  
Developing insights  
Visualization  
Storytelling

## SCENARIO

GameCo is a new video game company who wants to use data to inform the development of new games. It is October 2016 and GameCo's executive board is planning the marketing budget for 2017.

## HYPOTHESIS

Sales for the various geographic regions have stayed the same over time.

## AUDIENCE

GameCo's executives:

- Vice President of Marketing
- Chief Financial Officer
- Senior Vice President of Sales



**PROJECT BRIEF**



**FULL PRESENTATION**

# KEY INSIGHTS

## GLOBAL SALES

We can notice that since 2008 **all 3 markets have shown a decrease in sales:**

North America

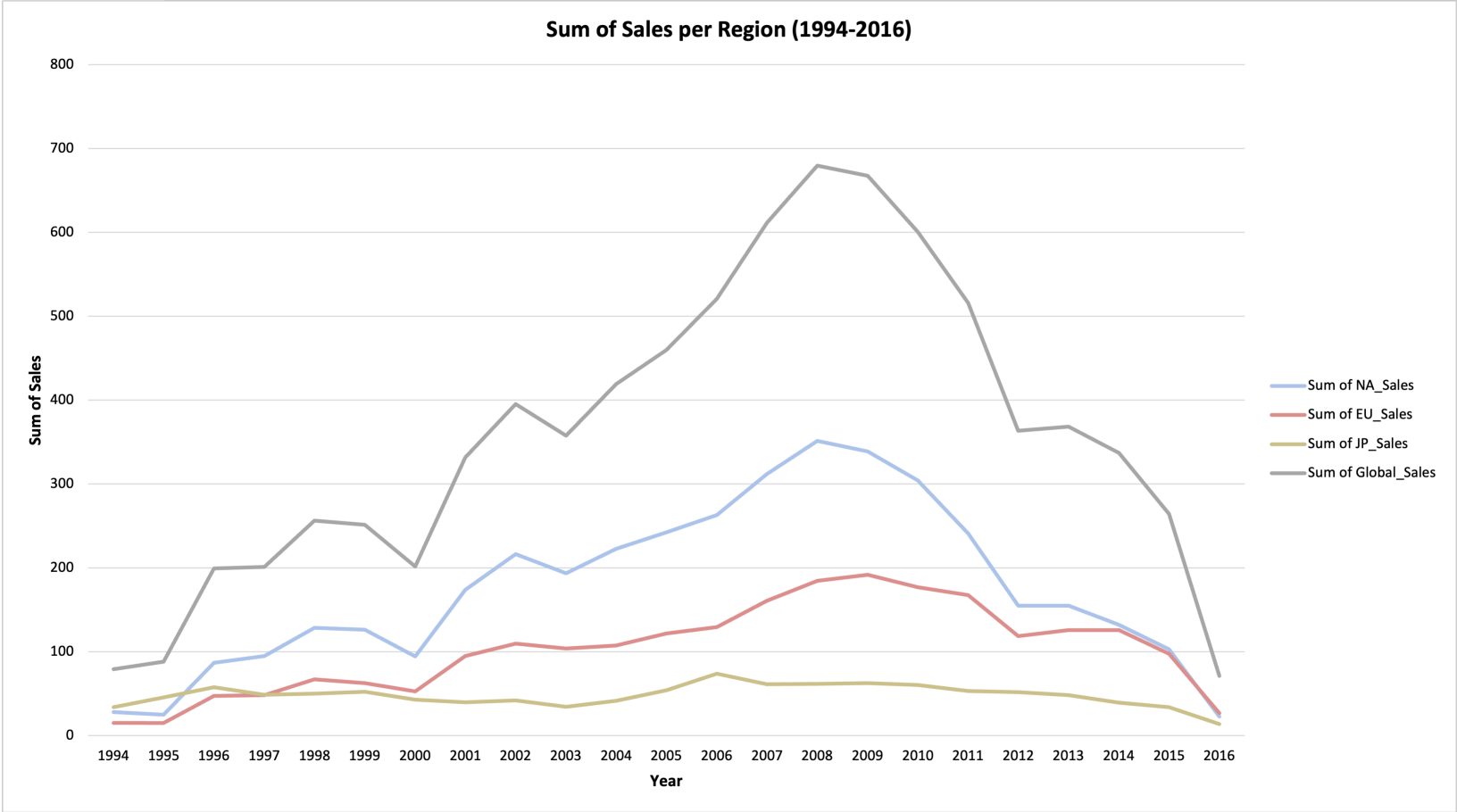
**94%**

Europe

**86%**

Japan

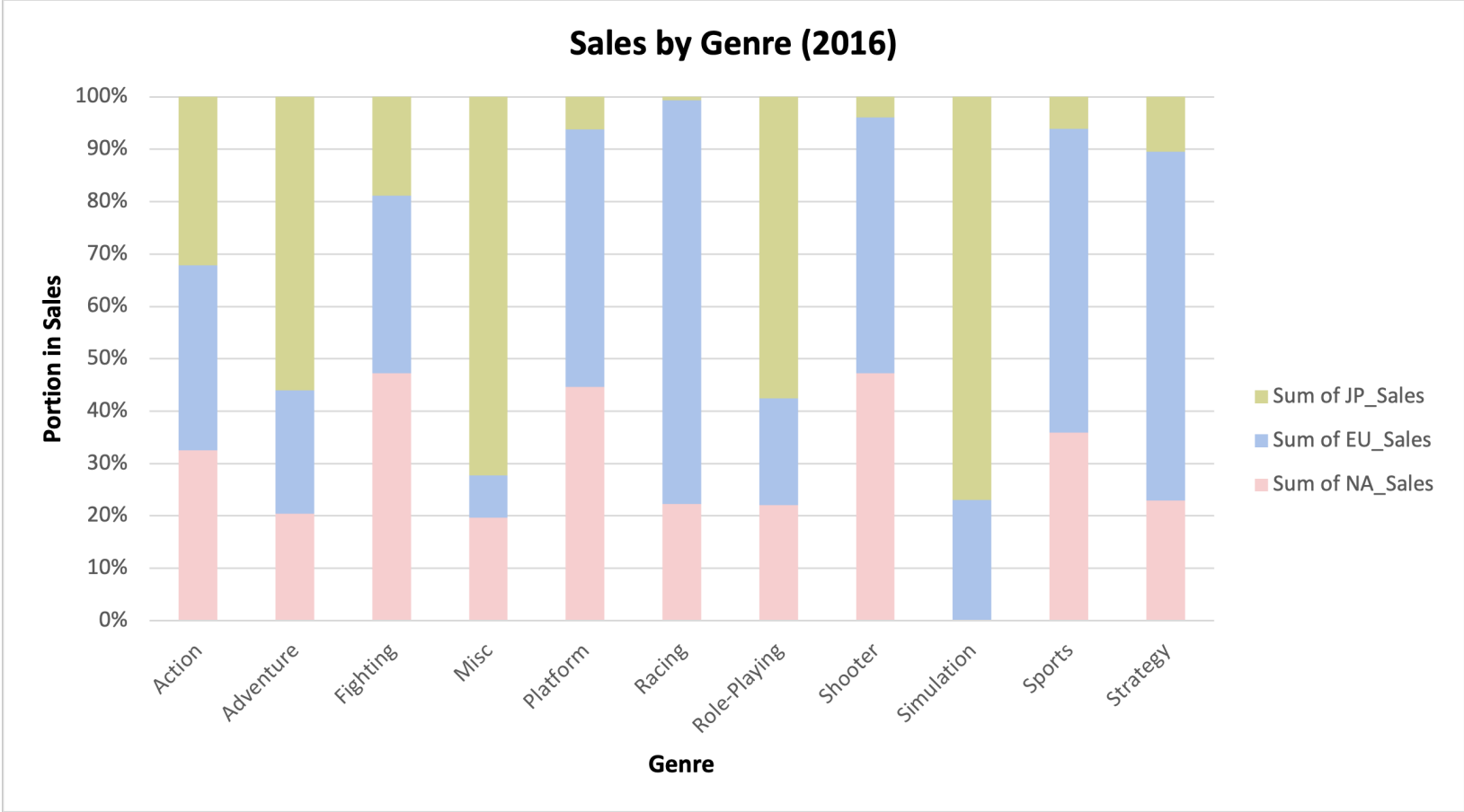
**78%**



# KEY INSIGHTS

## GENRES

Findings show that Japanese most popular genre is role-play games; North American and European action, shooter and sports.



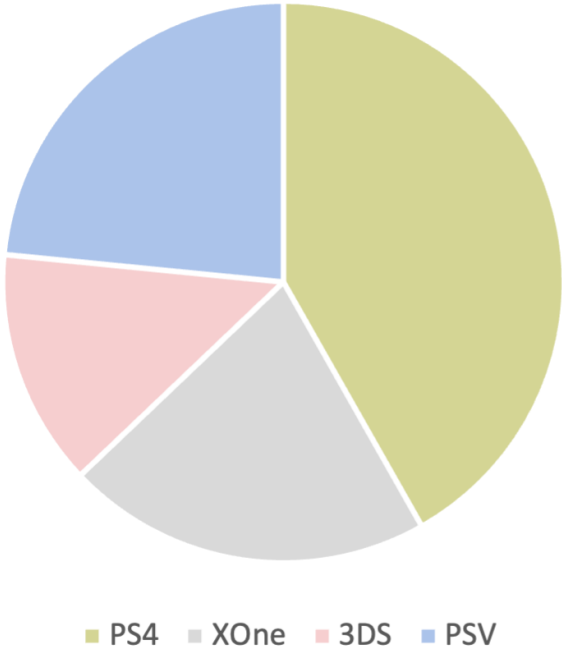
# KEY INSIGHTS

## PLATFORMS

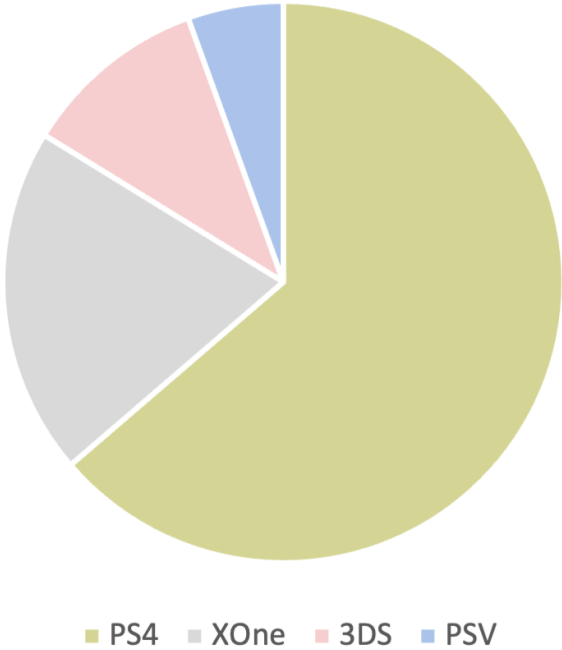
There is a discrepancy between sales and production for PSV games

PLATFORM	GAME UNITS SOLD	GAMES PUBLISHED
PS4	39,25	107
XOne	12,37	54
3DS	6,6	
PSV	3,4	60

Games published



Units sold





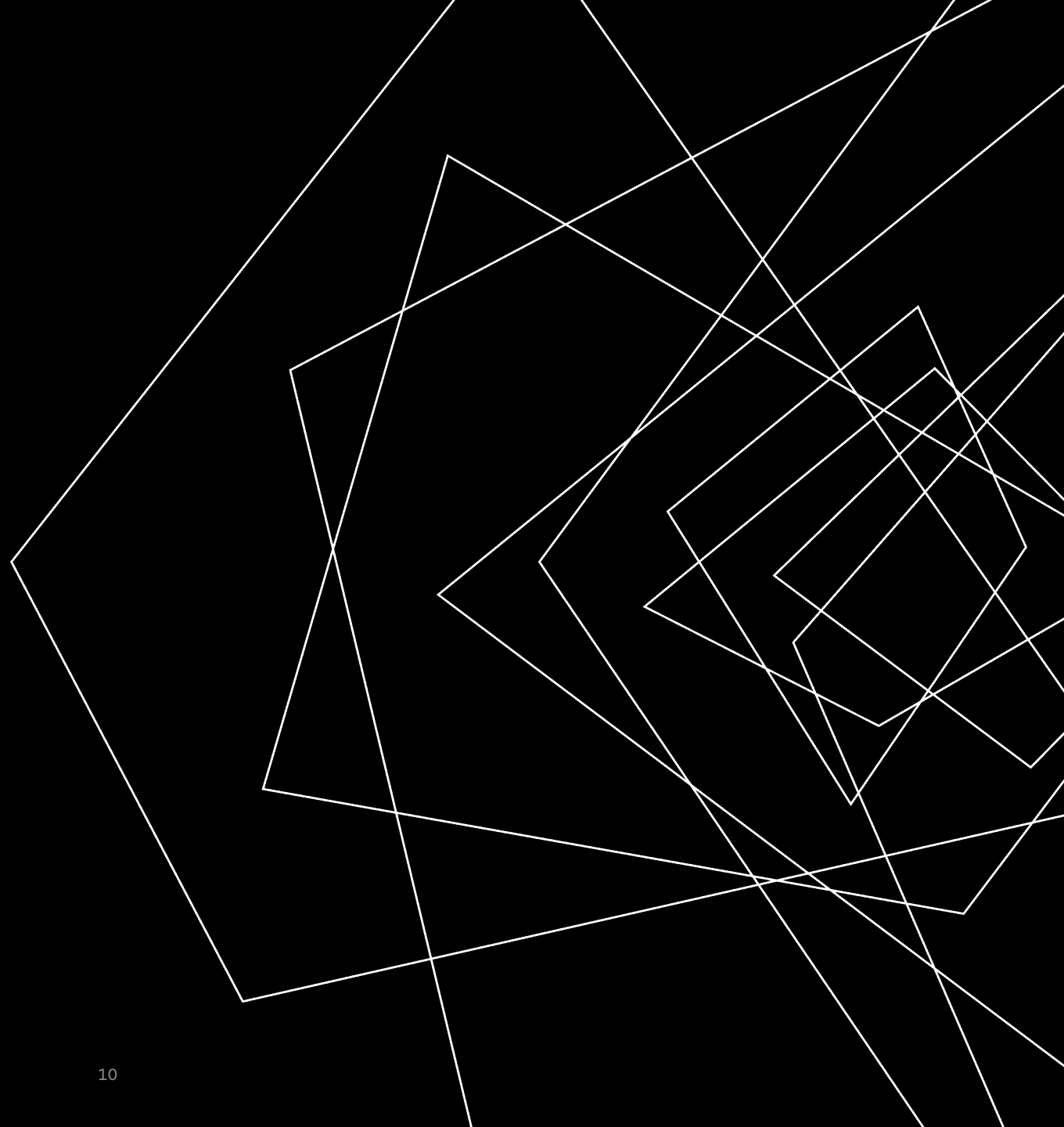
## TESTING THE HYPOTHESIS

Looking into the data (focus years 1994-2016), we can see that the hypothesis is not correct. The markets sales are declining, steadily in Europe and Japan and rapidly in North America.

## RECOMMENDATIONS

1. Consider investing into digital download and mobile games.
2. Explore new markets and invest to expand on European region.
3. Publish games according to market needs.
4. Focus effort on promoting most popular genres.

# PREPARING FOR **INFLUENZA** **SEASON** 2018



# OVERVIEW

## OBJECTIVE

The United States has an influenza season where more people than usual suffer from the flu. Determine when to send staff, and how many, to each state. The final results will examine trends in influenza and how they can be used to proactively plan for staffing needs across the country.

## TOOLS

Microsoft Excel  
Microsoft PowerPoint  
Tablea

## SKILLS

Data cleaning  
Data integration  
Data transformation  
Descriptive analysis  
Forecasting  
Visualization  
Storytelling with Tableau  
Video Presentation

## SCENARIO

Goal is to provide data research to a medical staffing agency that provides temporary workers to clinics and hospitals on an as-needed basis. The analysis will help plan for influenza season, a time when additional staff are in high demand.

## HYPOTHESIS

If the influenza patient is in the age group older than 65 years, then the probability of death is higher in comparison to younger age groups across all states..

## AUDIENCE

Primary:

- Medical Staffing Agency Administrator

Secondary:

- Hospital Management
- Hospital Staff



PROJECT BRIEF



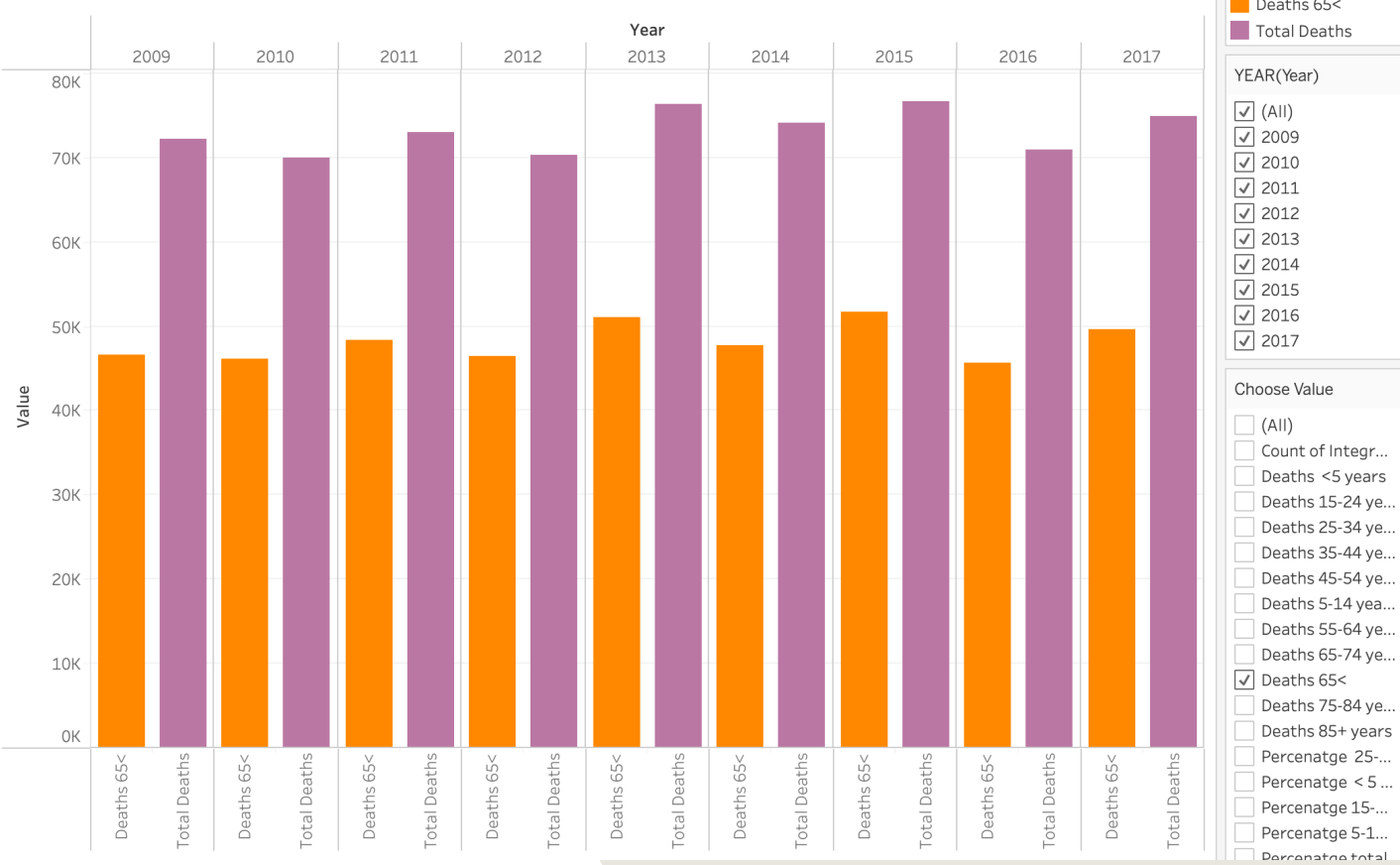
TABLEAU STORY

# KEY INSIGHTS

## VULNERABLE GROUP

One of the most vulnerable groups are people 65 years and older. They are at higher risk of developing serious flu complications compared with young, healthy adults.

Influenza Death Chart 2009-2017

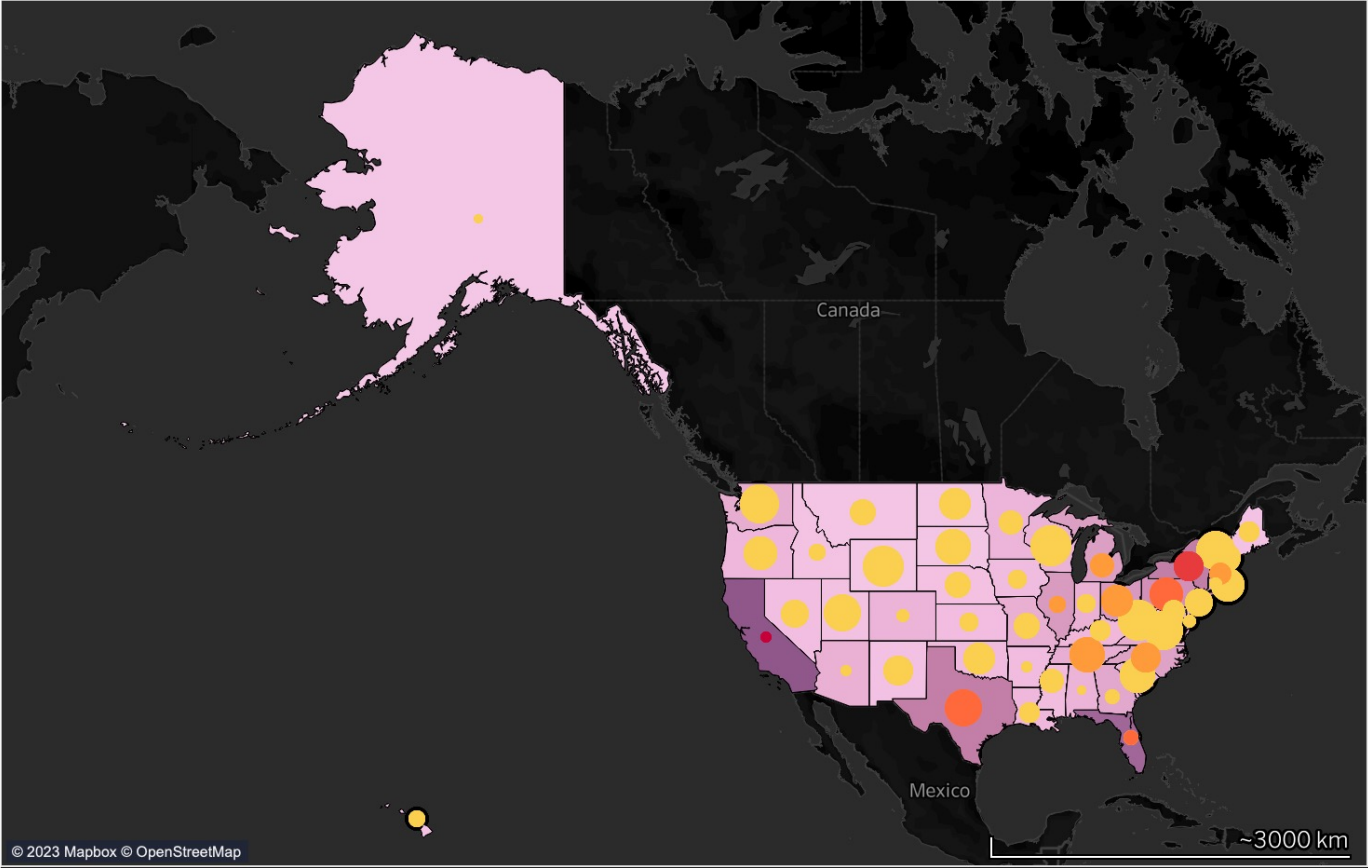


# KEY INSIGHTS

## MORTALITY RATE IN DIFFERENT STATES

This visualisation shows multiple variable and their connections. Most importantly, connection between state population (total and over 65 years old) and influenza death rate (total and over 65 years old). Using the sliders, we can find states with highest and lowest mortality or vulnerable group. Size of the circle indicates size of population - bigger circle, highest number of citizens.

Influenza Death in US by States (2009-2017)



Influenza Deaths 65<

189

Population 65<

53,256

Deaths 65<

189

Population 65<

53256

Total Deaths

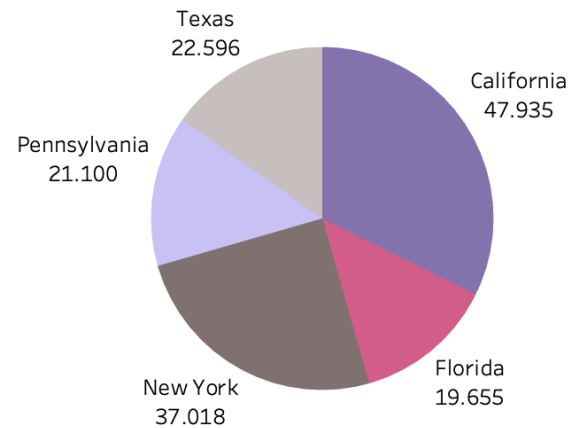
587

# RESULTS

## NEXT STEPS

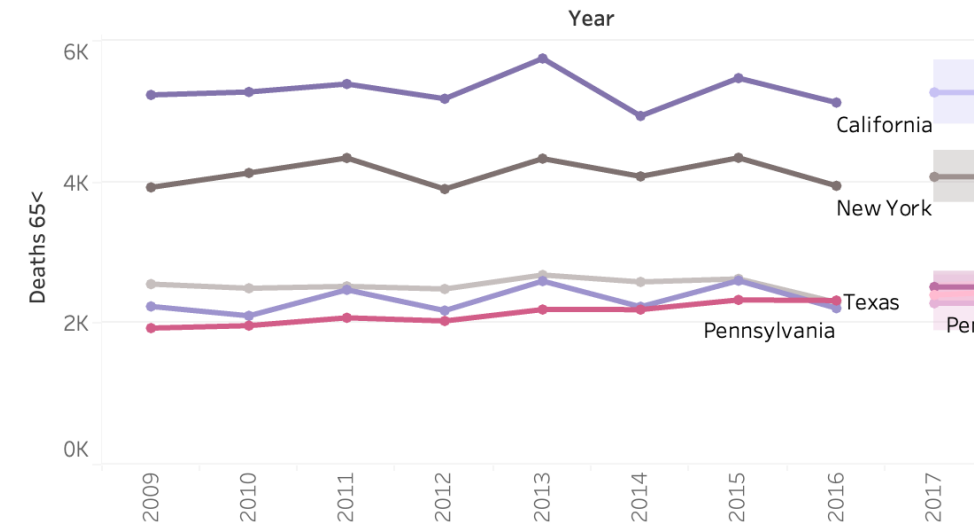
Looking at the spatial maps, we can see that the states with highest numbers of over 65 population and over 65 deaths are California, Florida, New York, Pennsylvania and Texas. These countries will be in highest demand of temporary workers.

Top 5 States with highest 65< Influenza Death



No forecast

Forecast of the 65< Influenza Deaths



State, Forecast indicator



## DESCRIPTIVE ANALYSIS

	INFLUENZA DEATHS 65<	POPULATION 65<
STANDARD DEVISATION	976	888.187
MEAN	946	838.637

**Correlation:** *Averege Mortality of People 65< Years and Average Mortality of People <65 Years*

**Proposed Relationship:** As the patient's age increase, the probability of death from influenza also rises. By calculating correlation coefficient -1, we found that these variables have strong relationship.

## T-TEST

**Hypothesis:** The influenza mortality changes with the age group of the patient.

**Null hypothesis:** Influenza patients under 65 years old have same or higher mortality than influenza patients over 65 years old.

**Alternative Hypothesis:** Influenza patients over 65 years old have higher mortality than patients under 65 years old.

	Influenza Deaths <65	Influenza Deaths 65<
Mean	491,7117904	945,9694323
Variance	15771,15089	952371,4433
Observations	458	458
Hypothesized Mean Difference	0	
df	472	
t Stat	-9,880190477	
P(T<=t) one-tail	2,37105E-21	
t Critical one-tail	1,648088336	
P(T<=t) two-tail	4,7421E-21	
t Critical two-tail	1,965002676	



### DATA REPORT

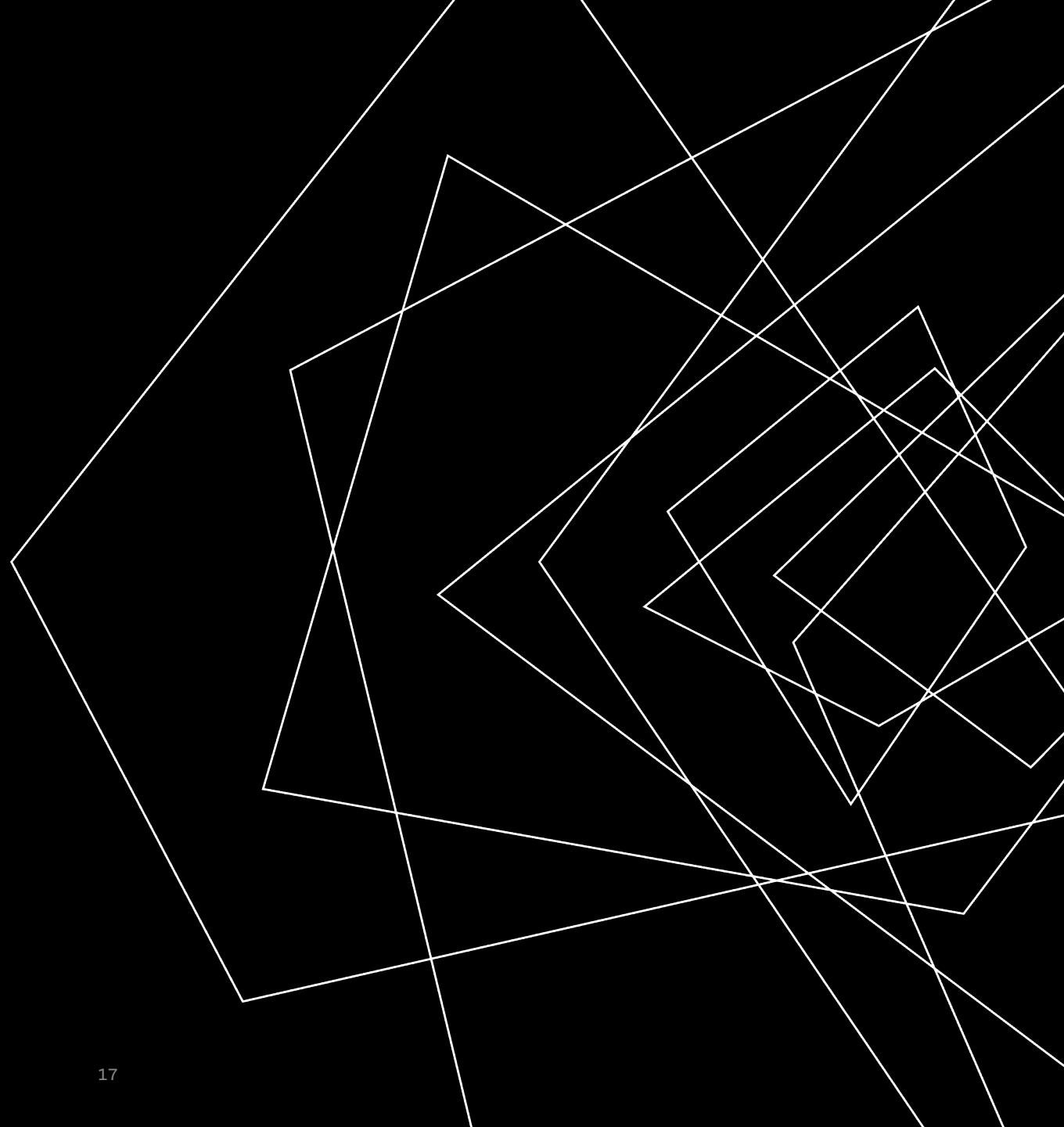
**The P-value is significantly smaller than 0,5, the standard-level significance level. This means that we can reject the null hypothesis with 95% certainty.**

The calculation confirms that there is a big difference in the mean mortality rates between individuals below 65 years old and those aged 65 and above.



**ROCKBUSTER  
STEALTH LLC**

**LAUNCH  
STRATEGY FOR  
THE NEW ONLINE  
VIDEO SERVICE**



# OVERVIEW

## OBJECTIVE

To answer the questions posed by the different departments, by querying the data using SQL

## TOOLS

Microsoft Excel  
Microsoft PowerPoint  
pgAdmin4 - SQL queries  
DbVisualizer - creating ERD  
Tableau – data visualization

## SKILLS

Relational database  
Database querying  
Filtering,  
Cleaning and summarizing data in SQL  
Subqueries  
Joining tables  
Presenting

## SCENARIO

Rockbuster Stealth LLC is a movie rental company that used to have stores around the world. Facing stiff competition from streaming services such as Netflix and Amazon Prime, the Rockbuster Stealth management team is planning to use its existing movie licenses to launch an online video rental service in order to stay competitive.

## KEY QUESTIONS

1. Which movies contributed the most/least to revenue gain?
2. What was the average rental duration for all videos?
3. Which countries are Rockbuster customers based in?
4. Where are customers with a high lifetime value based?
5. Do sales figures vary between geographic regions?

## AUDIENCE

The Rockbuster Stealth Management Board



FULL PRESENTATION



PROJECT BRIEF



TABLEAU CUSTOMER BASE



TABLEAU MOVIE BASE



GITHUB REPOSITORY

## ROCKBUSTER CUSTOMER BASE

[TABLEAU LINK](#)

INDIA	AURORA, USA	\$112
Country with biggest customer base – 60 customers!	City with biggest customer base – 2 customers!	Highest amount spent by single customer – Arlene Havey.

## ROCKBUSTER MOVIE BASE

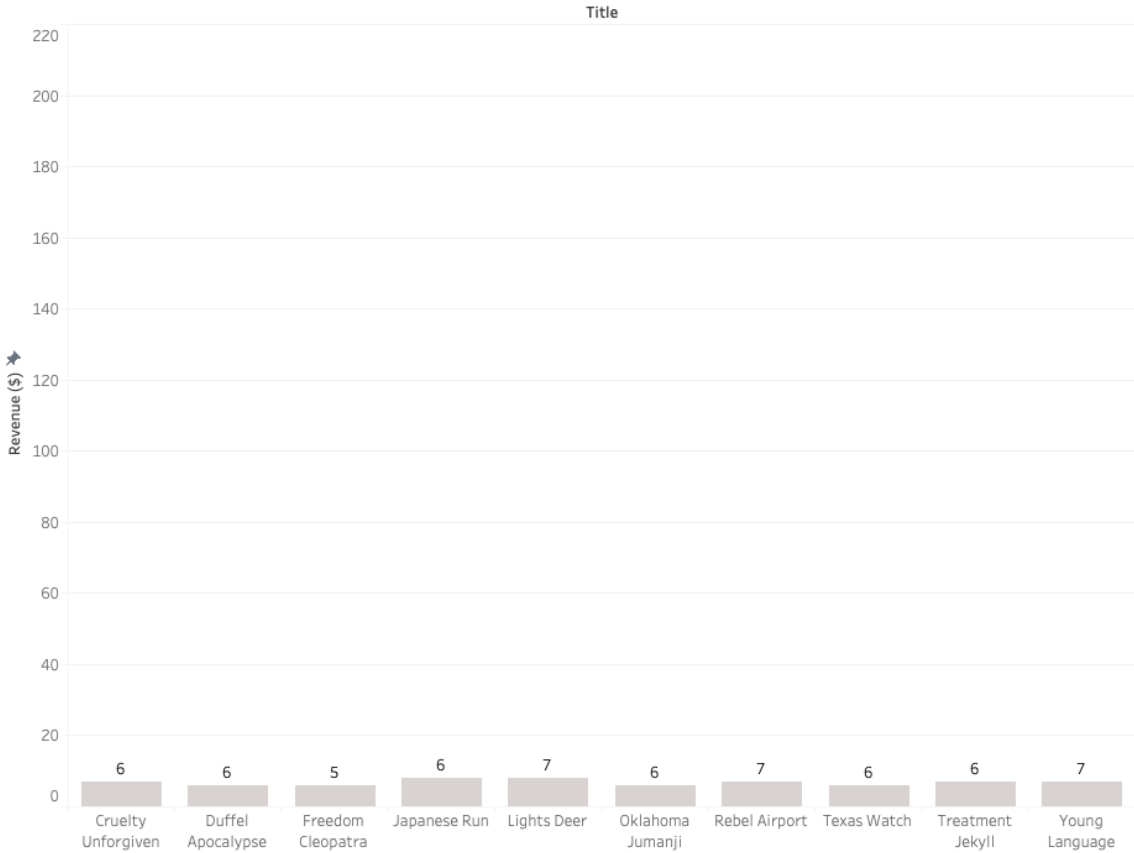
[TABLEAU LINK](#)

26 RENTS	SPORT, ANIMATION, ACTION	R, G, NC-17, PG-13, PG
Most rented movies have average of 26 rents.	These are top rented categories in movie database.	Ratings are equally distributed among R, G, NC-17, PG-13, PG and bring similar revenue.

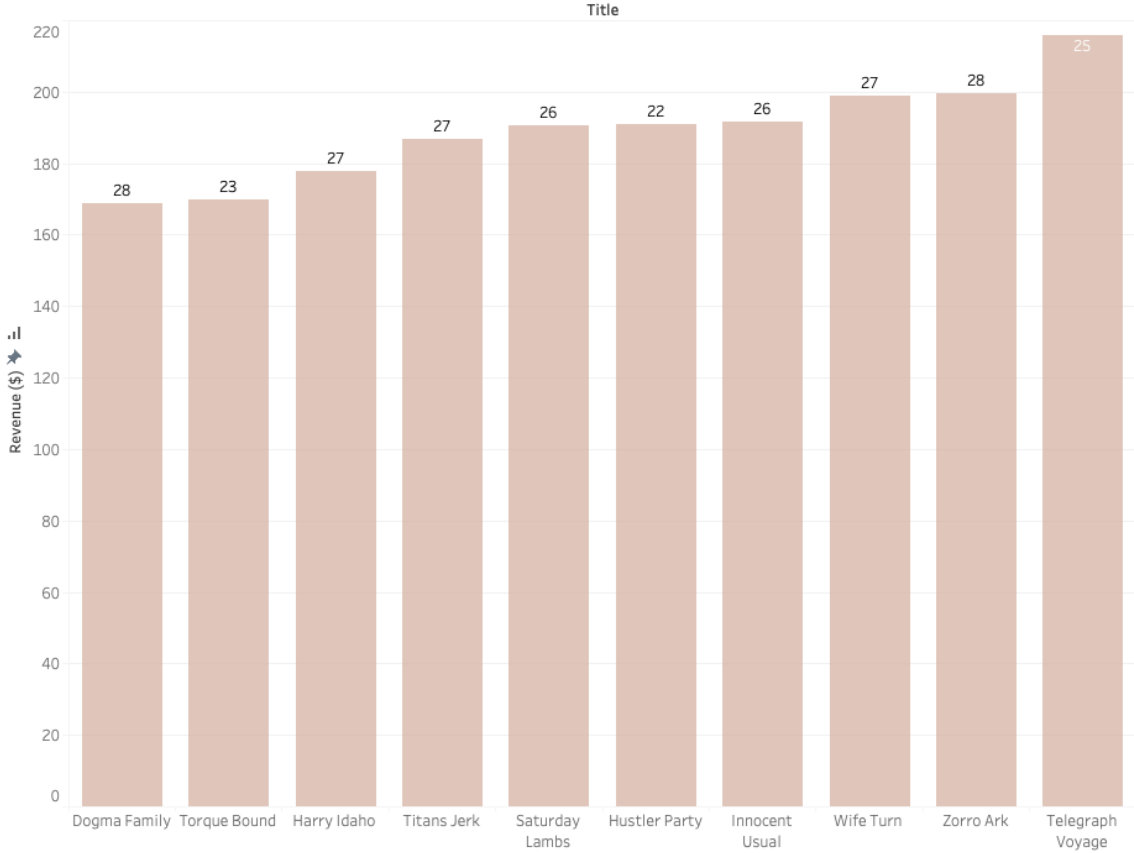
Movie popularity by revenue

Next to the each bar there is a number of rents for each movie.

Bottom 10 movies

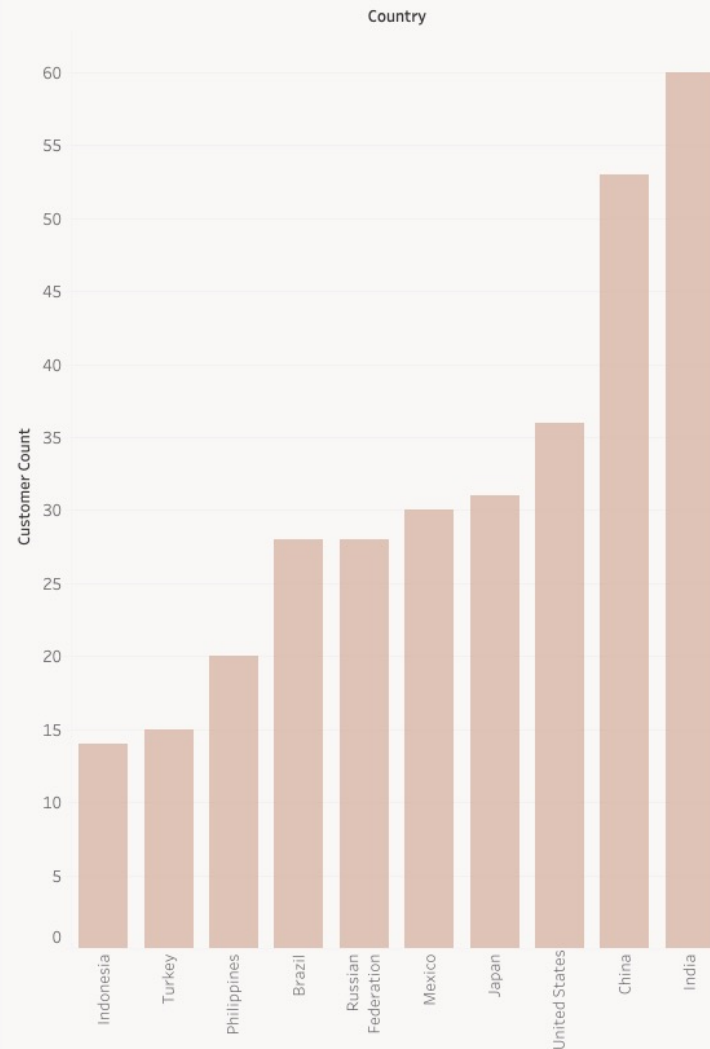


Top 10 movies

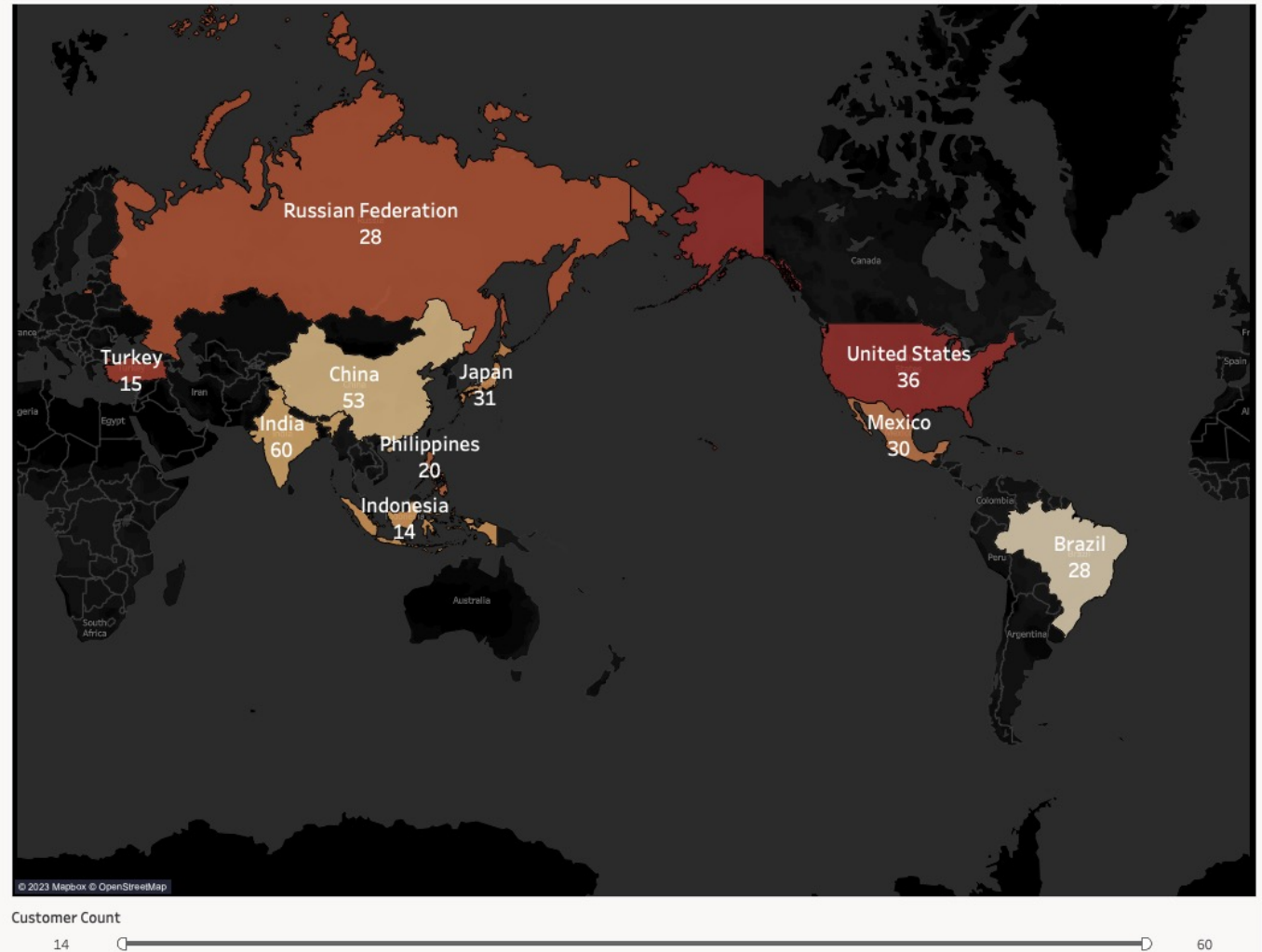


## Top 10 countries for Rockbuster in terms of customer numbers

Total Customer Count-barchart



Total Customer Count-spatial view



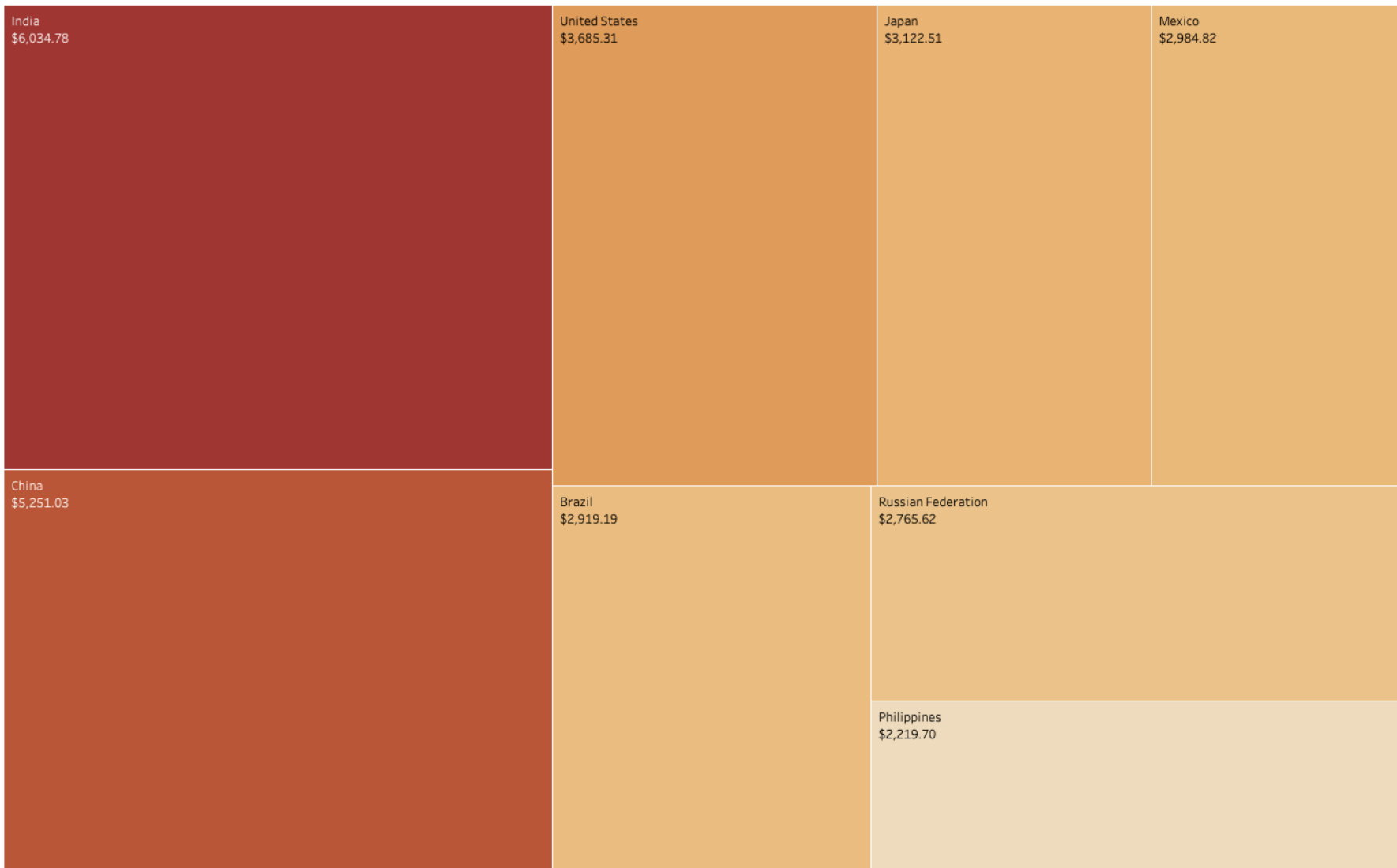
## GEOGRAPHIC REGIONS

Total revenue:

61.250\$

India, China & USA are  
highest profiting  
markets

### Revenue per country





# RECOMMENDATIONS

## GEOGRAPHICALLY

For the launch of the online store focus on regions that already have solid customer base – Asia.

## MOVIES

Promote movies that we know have highest demand and bring biggest profit

## RATINGS & CATEGORIES

To stay relevant, offer new movies to the customers from most popular ratings and categories for our customers



# INSTACART GROCERY BASKET ANALYSIS

# OVERVIEW

OBJECTIVE	TOOLS	SKILLS
To perform an initial data and exploratory analysis of the data from the online grocery store, Instacart, to derive insights and suggest strategies.	Microsoft Excel Microsoft PowerPoint Python Panda Jupyter	Data cleaning, wrangling, merging & sub setting Data consistency check Deriving new variables Grouping data Aggregating data Reporting in Microsoft Excel Creating customer profiles Data visualisation with Python

## SCENARIO

You're an analyst for an existing company, Instacart, an online grocery store that operates through an app. Instacart already has very good sales, but they want to uncover more information about their sales patterns.

## KEY QUESTIONS

1. The sales team needs to know what the busiest days of the week and hours of the day to schedule ads.
2. They also want to know whether there are particular times of the day when people spend the most money
3. Marketing and sales want to use simpler price range groupings to help direct their efforts
4. The marketing and sales teams want to know which departments have the highest frequency of product orders.

## AUDIENCE

Marketing & Sales Team



**FINAL REPORT IN EXCEL**



**PROJECT BRIEF**



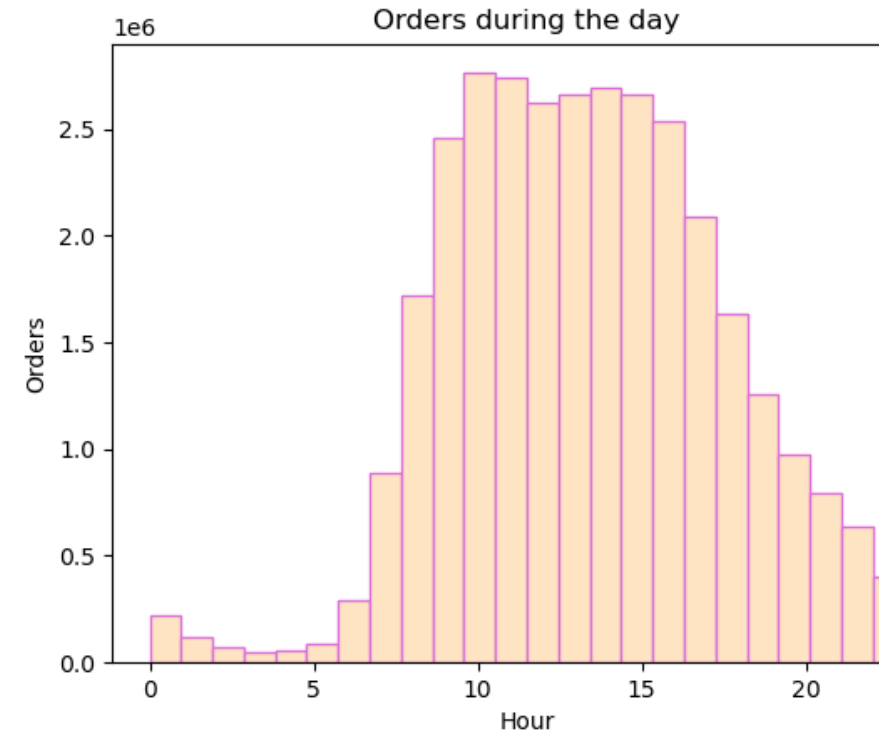
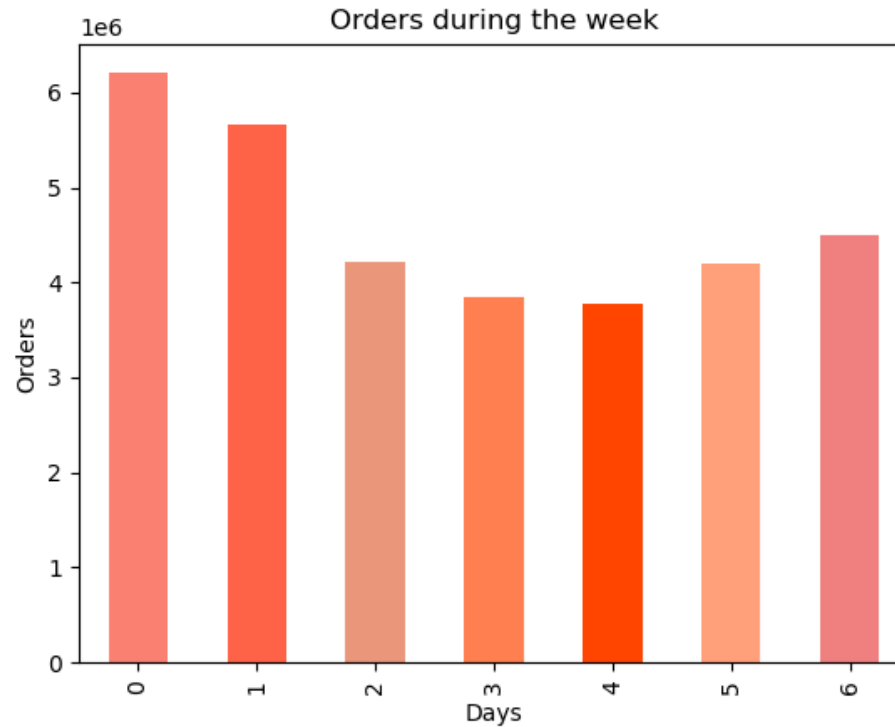
**GITHUB REPOSITORY**

# KEY INSIGHTS

## BUSIEST DAYS AND HOURS

Peak hours of the day are from 9 to 14 h. Late night and early morning hours from 1 to 6 are slowest.

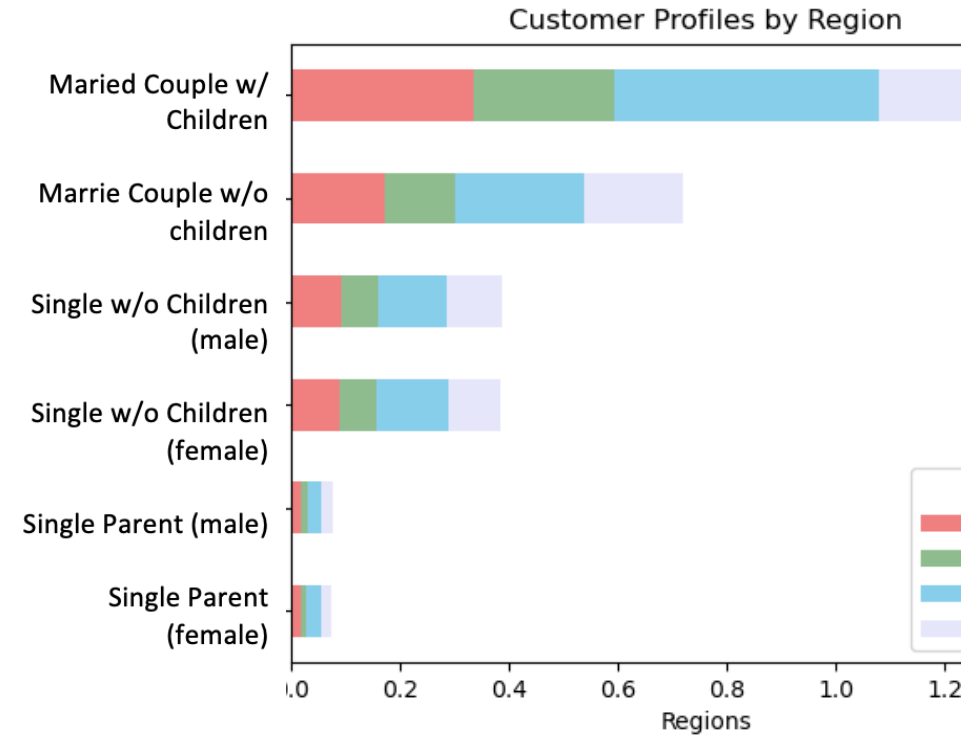
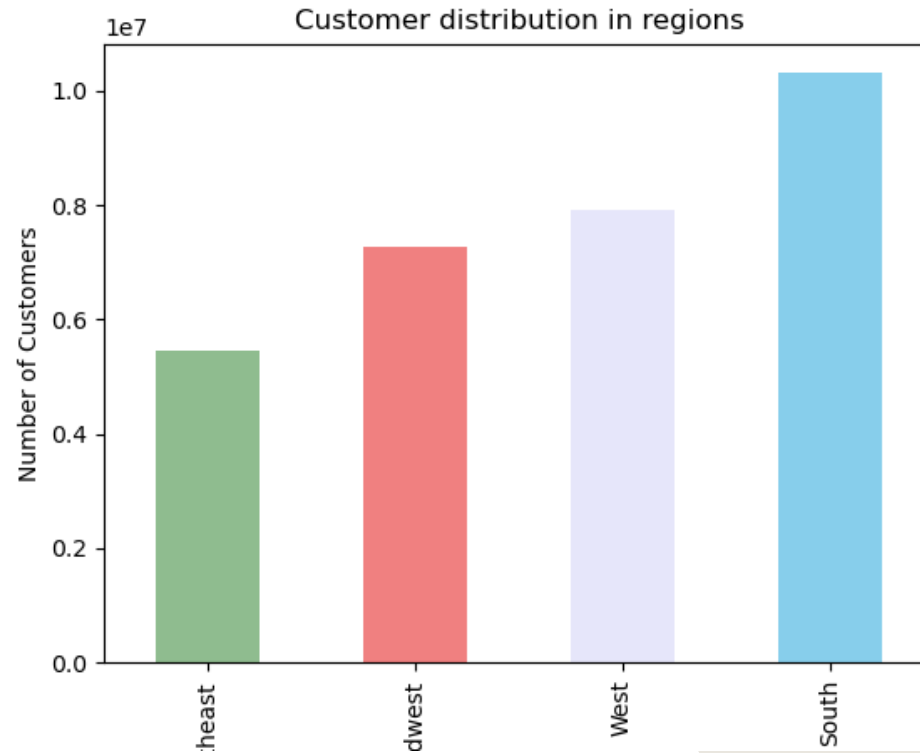
Peak days of the week are Saturday and Sunday.



# KEY INSIGHTS

## REGIONS & DEPARTMENTS

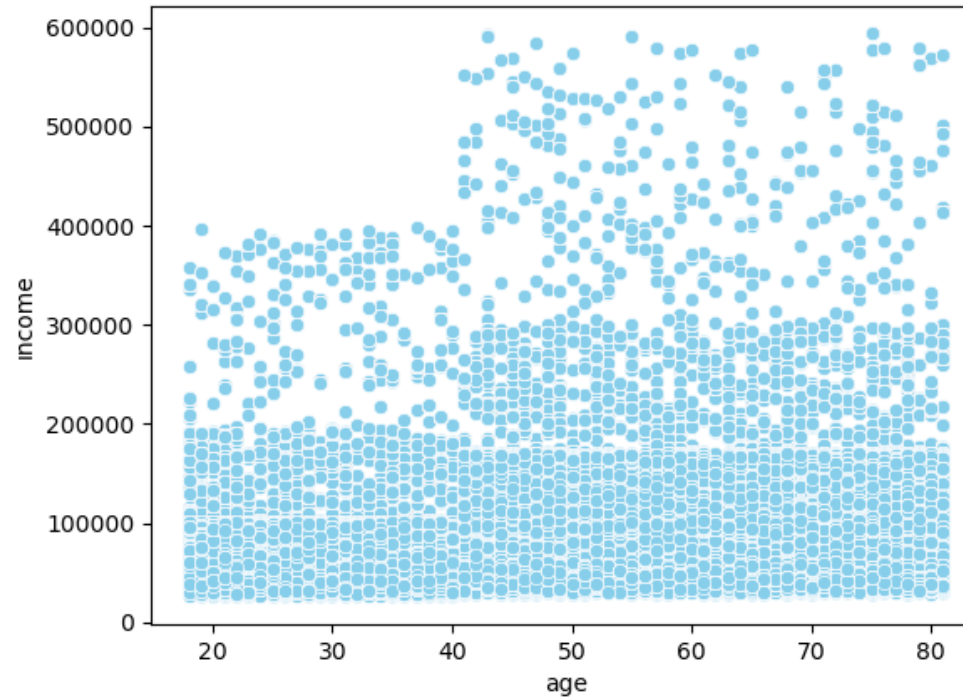
The region with the highest frequency of orders is the South and the lowest is the Northeast. Dividing customer profiles across the regions has the same ratio in all 4. In all 4 regions, One-person household make for the least orders, while married with children household for the most.



# KEY INSIGHTS

## AGE & SPENDING POWER

There is higher number of user with income over 300000 who are older than 40 years old. In the age group under 40 years old there are no users whose income is over 400000.



## RECOMMENDATIONS

1. To boost the orders in the slowest hours I would recommend special discounts or coupons for only evening hours, 20-24h for example.
2. To boost the orders during the weekdays additional marketing could be a a good way to promote.
3. Creating target marketing for groups over 40 years old since they have the highest income and therefore, the spending abilities. Secondary, retains the customers under 40 and keep them as loyal clients as they will eventually come into the groups over 400.000.
4. Boosting advertising in the northeast region to increase sales and increase the market share there. As the product preference is the same across all regions, the emphasis for the ads would remain on the same top 5 products.

**FIG E. BANK**  
GLOBAL  
FINANCIAL  
SERVICES  
COMPANY



# OVERVIEW

OBJECTIVE	TOOLS	SKILLS
Identify any leading indicators for customers likely to leave the bank	Microsoft Excel Microsoft PowerPoint GitHub	Big data Data ethics Data mining Predictive analysis Time series Forecasting

## SCENARIO

Pig E. Bank is a global financial services company.

Your job is to provide analytical support to its anti-money-laundering compliance department. This will involve a variety of data-related projects that help the bank assess client risk and transaction risk, as well as reporting on metrics. You'll also help build and optimize models that assist the bank in running their compliance program more efficiently. Many challenges await you that will test your technical skills and ability to handle data-related ethical dilemmas.

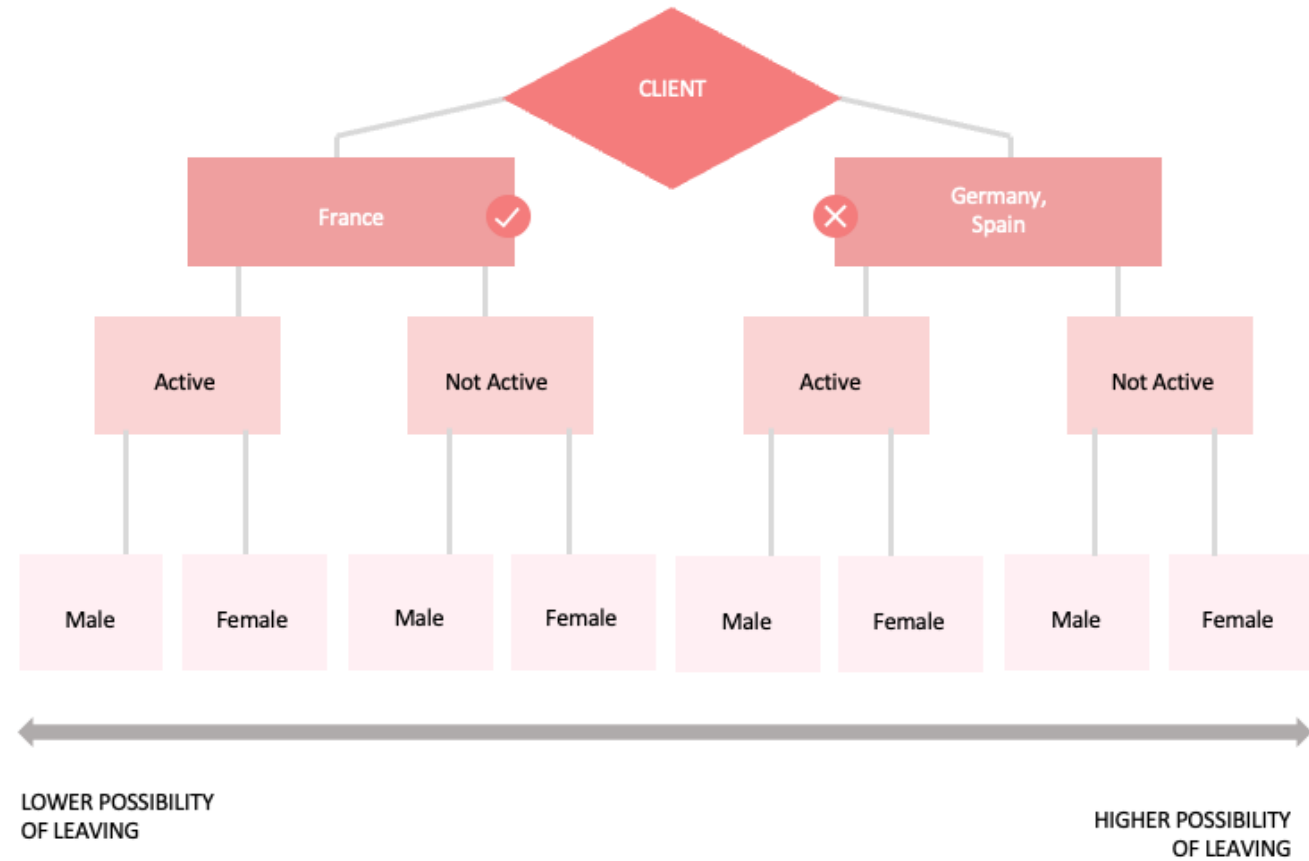


**PROJECT BRIEF**

# KEY INSIGHTS

## DECISSION TREE

How likely is it for customers from different countries to exit the bank?

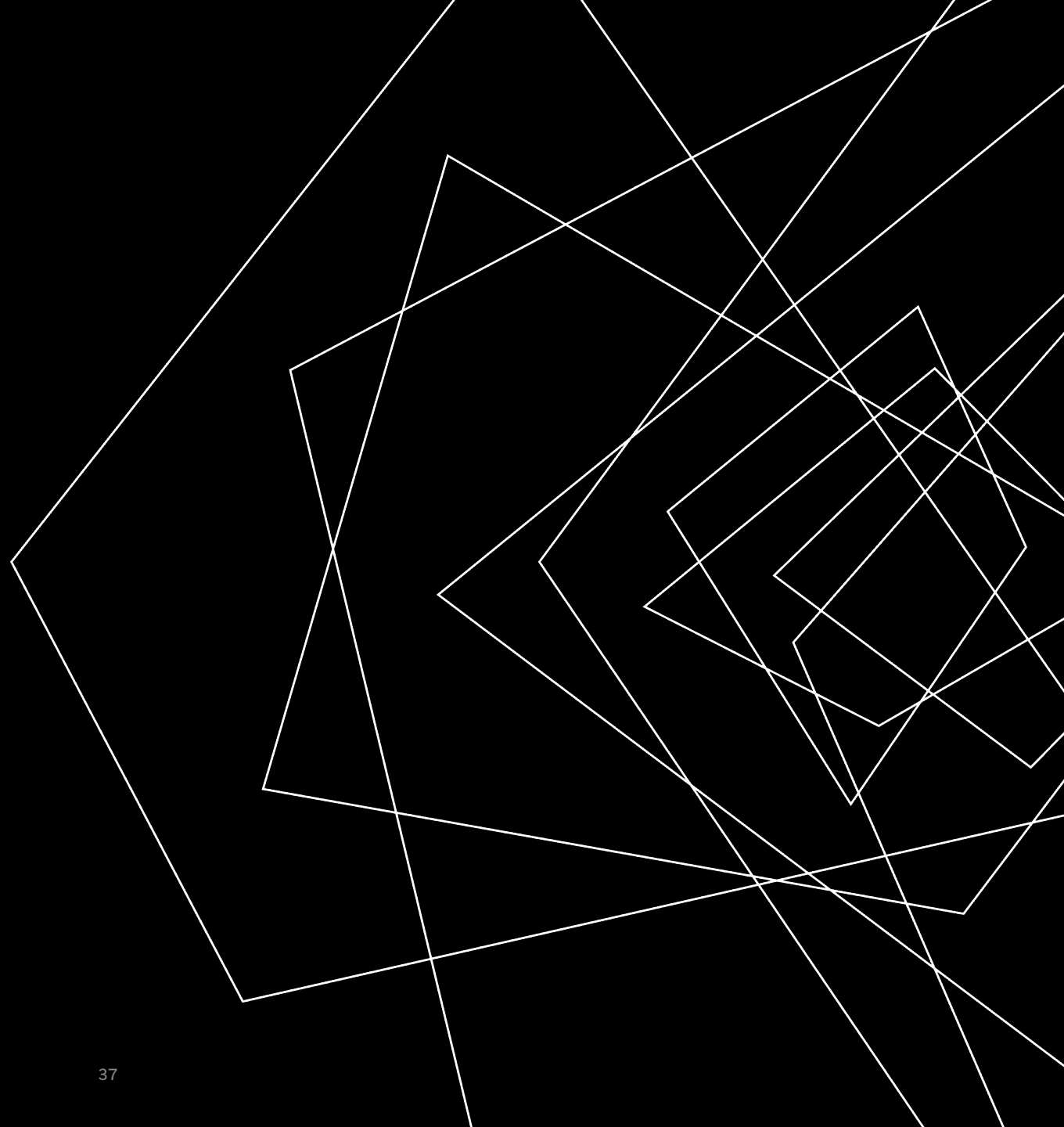


## RECOMMENDATIONS

1. France has the biggest number of customers and lowest rate of customers leaving. Germany and Spain are almost equal.
2. Females have higher rate of leaving than man while male gender seems to be slightly more active than female – fewer active customers are more likely to leave.
3. Leaving customers have lower average balance.
4. Minimum age of Exit customers is higher, meaning this was probably their first bank and they decided to change.

# UN SUSTAINABLE DEVELOPMENT GOALS

## GOAL 7, AFFORDABLE & CLEAN ENERGY – 2020 REPORT



# OVERVIEW

OBJECTIVE	TOOLS	SKILLS
To build an interactive dashboard that will visually showcase well-curated results of an advanced exploratory analysis conducted in Python.	Microsoft Excel Microsoft PowerPoint Python Panda Jupyter Tableau – data visualization GitHub	Sourcing Open Data Exploring Relationships Geographical Visualizations with Python Supervised Machine Learning: Regression Unsupervised Machine Learning: Clustering Sourcing & Analyzing Time Series Data

## SCENARIO

Clean energy NGO is planning marketing and content creation goals for 2021 and they want to know results of key indicator developments for SDG goals 7.

## IN THIS RESEARCH I WILL FOCUS ON SUSTAINABLE DEVELOPMENT GOALS AND TARGETS OF THE 2030 SET BY UN:

1. Universal access to modern energy:
  - access to electricity
  - access to clean fuels for cooking
2. Increase global percentage of renewable energy
3. Double the improvement in energy efficiency

## AUDIENCE

Clean Energy NGO marketing & content creation team



PROJECT BRIEF



TABLEAU



GITHUB REPOSITORY

# MEASURING PROGRESS

The United Nations Sustainable Development Goals (SDGs) are targets for global development that were adopted in 2015. All countries have agreed to work towards achieving them by 2030.



## GOAL 7

# AFFORDABLE AND CLEAN ENERGY

In this report I will focus on the Sustainable Development Goal 7. It is to “ensure access to affordable, reliable, sustainable, and modern energy for all”, according the United Nations.

The visualizations and data in this report present the global perspective on where the world stands in 2020.



### TARGET 7.1 UNIVERSAL ACCESS TO MODERN ENERGY

By 2030, ensure universal access to affordable, reliable and modern energy services.



### TARGET 7.2 INCREASE GLOBAL PERCENTAGE OF RENEWABLE ENERGY

By 2030, increase substantially the share of renewable energy in the global energy mix.



### TARGET 7.3 DOUBLE THE IMPROVEMENT IN ENERGY EFFICIENCY

By 2030, double the global rate of improvement in energy efficiency.



# TARGET 7.2: INCREASE GLOBAL PERCENTAGE OF RENEWABLE ENERGY

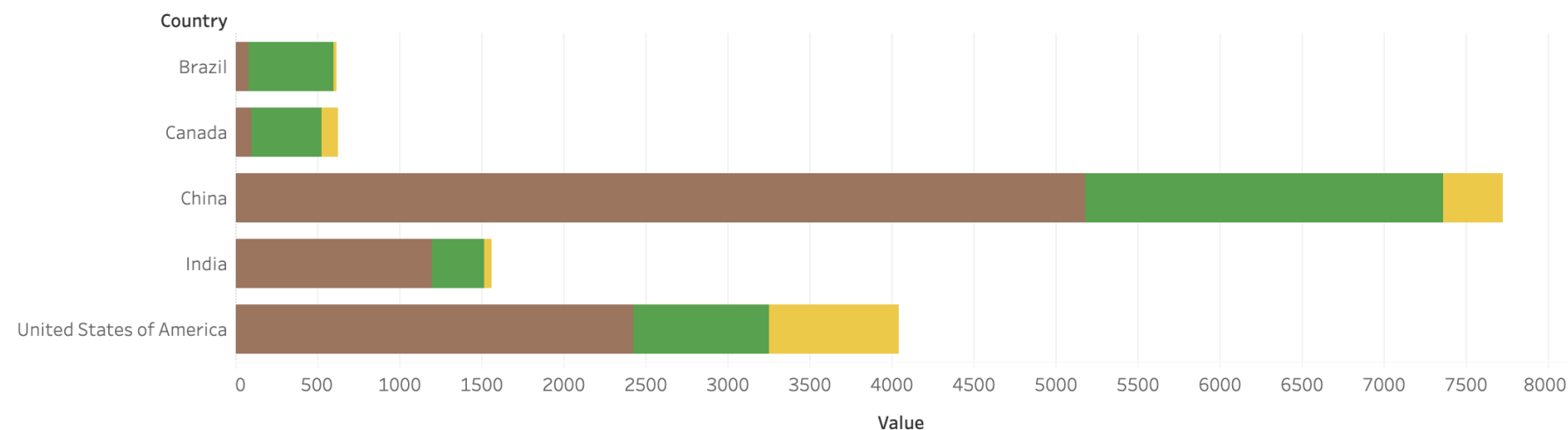
*"BY 2030, INCREASE SUBSTANTIALLY THE SHARE OF RENEWABLE ENERGY IN THE GLOBAL ENERGY MIX."*

## Electricity from renewables - top 5

Year1

Measure Names

- Electricity from nuclear (TWh)
- Electricity from renewables (...)
- Electricity from fossil fuels (T...



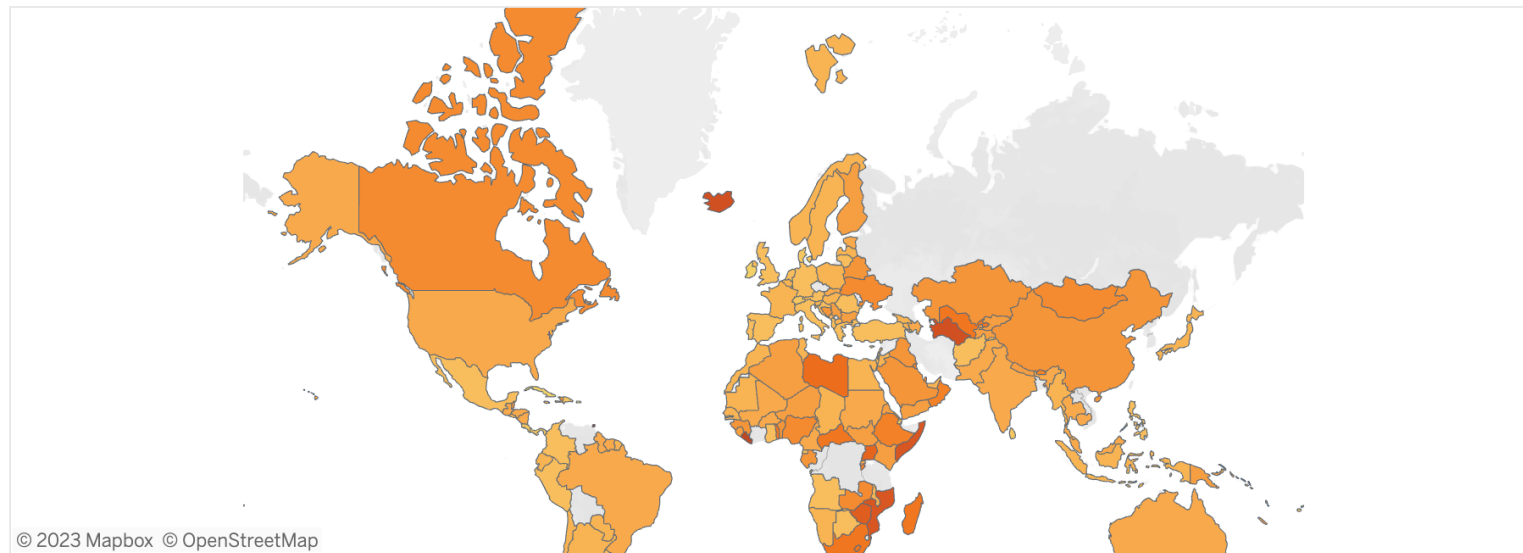
Indicator 7.2.1 is "renewable energy share in the total final energy consumption" in the UN SDG framework.

This is measured as consumption of renewable energy – which includes solar, wind, geothermal, hydropower, bioenergy, and marine sources – as a share of final energy consumption. Final energy consumption is defined as the total energy consumption after subtracting non-energy use and energy losses.

## TARGET 7.3: DOUBLE THE IMPROVEMENT IN ENERGY EFFICIENCY

*"BY 2030, DOUBLE THE GLOBAL RATE OF IMPROVEMENT IN ENERGY EFFICIENCY."*

### Energy intensity of economies



Energy intensity level of primary energy (MJ/\$2017 PPP GDP)

0.63 17.00

Year1

2019 ▼

Indicator 7.3.1 is “energy intensity measured in terms of primary energy and GDP” in the UN SDG framework.

This is measured as the energy supplied to the economy per unit value of economic output. It’s given in megajoules per dollar (adjusted for cross-country price differences and inflation).

\* Energy intensity is the amount of energy needed to produce one unit of economic output. A lower number means that economies produce value in a less energy-

## KEY INSIGHTS

1. Living conditions are better where GDP per capita is higher. Those that do not have sufficient access to modern energy sources suffer poor living conditions as a result. This results with conclusion that people in very poor countries have very low emissions. The reason that the emissions of the poor are low is that they lack access to modern energy and technology. The energy problem of the poorer half of the world is energy poverty.
2. Every country is still very far away from providing clean, safe, and affordable energy at a massive scale and unless we make rapid progress in developing these technologies we will remain stuck in the two unsustainable alternatives of today: energy poverty or greenhouse gas emissions. Leaving customers have lower average balance.
3. High energy intensity means high industrial output as portion of GDP. Countries with low energy intensity signifies labour intensive economy.



# THANK YOU

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