Data Analysis Exercise- Part 2 Neelan Muthurajah

Tab 1:

Decommendations

Recommendations:

14,427 players had play in the previous 12 month period

-The Demographics tab allows a user to segment on a variety of different characteristics such as Consent, City, Gender and Age. Gold players have a higher average age than Silver and Rewards players-indicative of life stage. In addition younger demographic (under 35) prefer receiving offers over email than in comparison to older players who prefer mail.

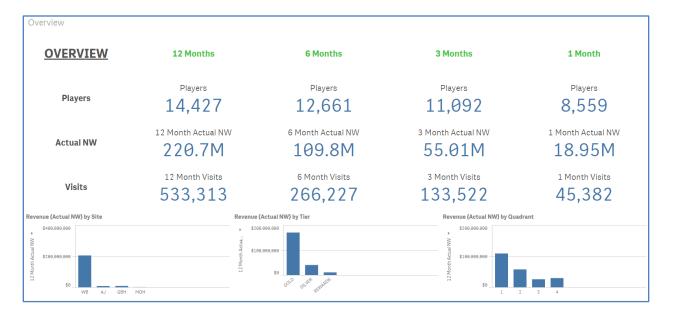
-The Player Turnover tab can be utilized to understand player churn patterns. We can use the Player Turnover tab to see how many players did not have play in a specific time period. For example, there were approximately 10k gold members with play in the past 12 months, however only 60% had play during the 1 month period. In addition, When overlaid with segmented player data, we can determine when our highest valued players have stopped playing. For example, we have 1035 High Value Gold with play in the past 12 months. However, only 87% of these players had play in the past 6 months-a loss of 13% of this group. Better timely target marketing can help to reduce this churn rate. By understanding churn patterns, marketing can initiate particular churn based promos at the correct time

-19,345 of the 14,427 players that played in the previous 12 month period were of Gold Tier (72%). However not all gold players are equal. The Inequality of Gold Players tab shows the significant difference in value from Decile 1 (High Value Gold) in comparison to Decile 10 (Low Value Gold). In addition Silver and Rewards tier on average had a higher 12 Month ADT than half of the Gold Tier. It is essential to base targeting on play metrics and not necessarily tier.

-96% of players do not cross play. They all strictly play at Woodbine. Players that played at at least 2 different sites had a higher avg 12 Month ADT (\$608) and visits per month (4) than in comparison to players who strictly played at one site (\$452 12 Month ADT and 3 visits per month). It is essential to promote cross play.

-From a comp perspective, certain Low Value Players are being comped at a higher amount than High Value Players. For example, Decile 10 (Low Value) Gold Players were comped at a higher rate (\$26 per comp) than Decile 2 (High Value) Gold players (\$23 per comp) despite Decile 2 being higher value and therefore more important. In addition, the average comp \$/comp fell in the range of \$22-\$52. However the average 12 month ADT of players falls in the range of \$134-\$1512. The comp amount may not be enough for certain players and play metrics should be used when determining the amount of comp to give to a player.

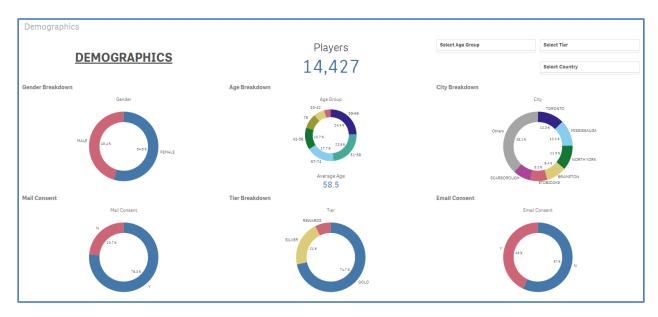
Tab 2:



Tab 3:

Comp Overview				Comp \$ Taken by Site
COMP OVERVIEW	12 Months	3 Months	1 Month) 19M
Players Taking Comp	Players 10,957	Players 7,839	Players 5,640	112 Month 12 Comp 12 C
Comp \$ Taken	12 Month \$ Comp Taken 7.45 M	3 Month \$ Comp Taken 1.59M	1 Month \$ Comp Taken 616.7k	Comp \$ Taken by Tier 19M g 5M
# of Comps Taken	12 Month # of Comps Taken 240,267	3 Month # of Comps Taken 52,057	1 Month # of Comps Taken 21,123	SM -
Net Comp Amount	12 Month Net Comp Earned 10.02 M	3 Month Net Comp Earned 2.85 M	1 Month Net Comp Earned 875.9k	Comp \$ Taken by Quadrant b 4M
Avg Comp \$/Comp	12 Month Avg Comp \$ \$28	3 Month Avg Comp \$	1 Month Avg Comp \$	78 2 M Out 10 M Out

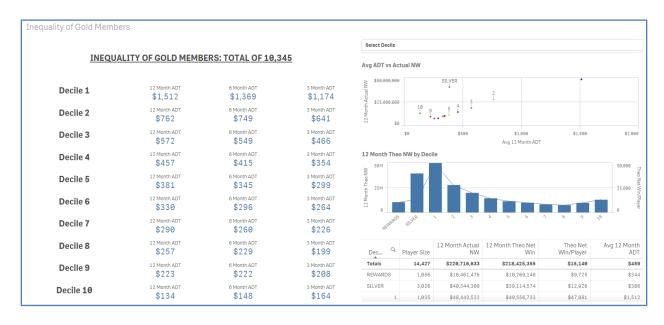
Tab 4:



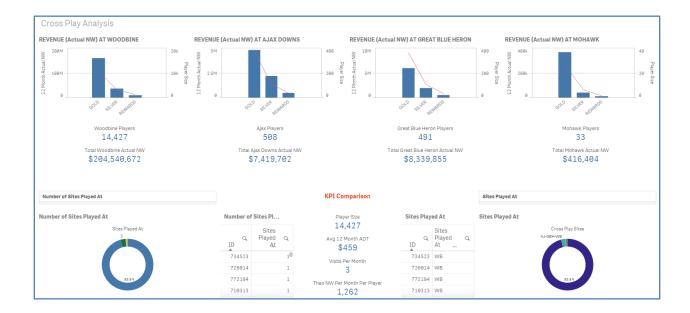
Tab 5:

Player Turnover Rate Against 12 Month Period									
PLAYER TURNOVER AGAINST 12 MOI	Lapsed Flag								
12 Month Players	6 Month Players		3 Month Players		1 Month Players				
Gold 10,345	9,110	88%	8,006	77%	6,250	60%			
Silver 3,026	2,639	87%	2,306	76%	1,751	58%			
Rewards 1,056	Rewards 912	86%	Rewards	74%	Rewards 558	53%			
All Players 14,427	12,661	% of 12 Month Players	11,092	% of 12 Month Players 77%	8,559	% of 12 Month Players 59%			

Tab 6:



Tab 7:



Tab 8:

