

SAND TECHNOLOGIES



TOTAL REWARD AMOUNT

4835



**TOTAL REDEMPTION** 

529

**COST OF REDEMPTION** 

5242

**AVG SATISFACTION** 

3.92

**AVG COST PER REDEMPTION** 

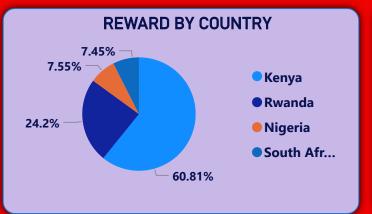
52.42

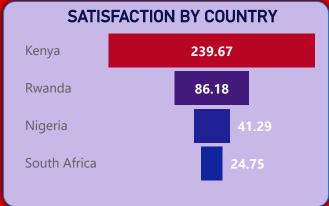














# **Key Insights**

#### 1.Total Redemption and Cost:

- **Total Redemption**: 529 redemptions.
- **Total Cost**: \$5242 for all redemptions.
- · Average Cost per Redemption: \$52.42.

The average cost per redemption is relatively high at \$52.42, suggesting that the rewards program may need to optimize costs to ensure the company isn't overspending

#### 2. Satisfaction Levels:

· Average Satisfaction: 3.92/5.

The average satisfaction is moderate, leaving room for improvement to reach an optimal satisfaction score of 4.5 or higher.

## **3.Cost Efficiency**:

• The **cost per redemption** fluctuates between \$50 and \$100, showing volatility in the cost structure.

It would be ideal to maintain a consistent cost per redemption to maximize cost efficiency. The dashboard's cost efficiency graph demonstrates that there are peaks and troughs, indicating inefficiencies that need to be addressed.

#### **4.Reward Engagement**:

• Engagement Time: Most users tend to engage with the rewards after 10–20 seconds.

This indicates users are generally responsive and ready to redeem rewards quickly, but there might be opportunities to further enhance the user experience and reduce friction in the redemption process.

### **5.Geographic Breakdown**:

- **Top Country for Redemptions**: Kenya (60.81% of total redemptions).
- Other Major Contributors: Nigeria (24.2%), Rwanda (7.45%), and South Africa (7.54%).

Kenya is the dominant country in the rewards program, which shows where the majority of the business is coming from. However, the potential for growth exists in Rwanda and South Africa.

**Tiered Rewards System**: Introduce tiered reward levels (basic, premium, VIP) to cater to diverse customer preferences, providing more options for different spending habits. This can drive engagement and increase satisfaction.

**Targeted Regional Marketing**: Focus marketing campaigns on top-performing regions like Kenya and Rwanda to boost engagement. In regions with low satisfaction, like South Africa, adjust marketing strategies and improve the relevance of rewards.

**Gamify the Rewards Program**: Add features like achievement badges, challenges, and progress tracking to make the rewards experience more interactive and engaging, encouraging repeat visits and deeper customer involvement.

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## **DATA CLEANING**

I cleaned my dataset using excel before I loaded it to Power BI.

- 1.Removing duplicates in the data selected the data and on the Excel ribbon I navigated to Data Tab and then to Remove duplicates option
- 2. Removing the empty cells, select the rows with empty cells and click delete

#### 3. Misrepresentation

There was a lot of mispresentation between mentor id and mentor name where one mentor ii represented more than one mentor names. I first create pivot table to calculate the total representation by each mentor id by mentor name. I used IF and COUNTIFS VLOOKUP formulars ton check whether Mentor\_ID is consistently paired with a Mentor\_Name (Created new column "Matching"). I also used VLOOKUP to display the first Mentor\_Name associated with each Mentor\_ID, Created new column "helper column". i also used conditional formating using COUNTIFS formula to check if there are rows where the same Mentor\_ID has a different Mentor\_Name. If a mismatch is found, the rows were highlighted. i reviewed and replaced the mentor names matching them with the correct mentor ids manually. For more understanding i refer you to click any value in "matching and helper columns" to see the formulars applied. Also compare the mentor\_id column with the Helper column which I used to match the

## **LEGACY POINTS ALLOCATION**

I have used IF,COUNTIFS,SUMIFS statements to calculate new columns such as; Unique Mentee Count,Session Count with Same Mentee ,Sessions >= 30 Min,Job Info Completed,Total Sessions with Mentee and Points Awarded as shown Mentorship\_session.NB:You can click on any cell in the dataset in any column to find an illustration on which formular i have used in the column of reference.

## **BRIEF REPORT**

The analysis of mentor points allocation was conducted using the dataset containing mentor and mentee interactions. Each mentor was assessed based on their participation and the established criteria, which aimed to incentivize effective mentorship.

The initial sign-up bonus of 250 points was awarded to every mentor, serving as a foundation for further engagement. Upon review, 2388 mentors qualified for the additional 1000 points due to conducting mentorship with two different mentees, highlighting their commitment to expanding their mentoring roles.

Furthermore, the assessment revealed that some mentors met the criteria for holding two sessions with the same mentee, thus earning the full 500 points allocated for those mentorship relationships. Additionally, mentors were rewarded for sessions lasting 30 minutes or more, with each qualifying session providing 250 points.

Overall, the results demonstrate an effective structure that promotes active and

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