

# Sales & Customer Analytics

Revenue, Profitability & Growth Strategy

**CREATED BY:**  
PHUC DINH



# About Project

End-to-end BI project using SQL, Power BI and customer-level transaction

## DATA SOURCES:

- Dataset : Sales and Customer Insight (E-Commerce)
- Source:  
<https://www.kaggle.com/code/ashikshahriar/sales-and-customer-insight>
- Structure: 15 columns and 10,000 rows

## DATA & TOOLS

- Dataset: ~10K customers with category, region, season, LTV, churn, and retention strategy fields
- Focus on North and South America segments
- Tools used: SQL (views, aggregations, CTE), Power BI (dashboards, DAX, tables).
- Key metrics available: revenue, Lifetime Value, purchase frequency, average order value, churn probability

## PROJECT GOALS

- Identifying which customers and product categories drive the most revenue and lifetime value
- Comparing purchase behavior (frequency, basket size, timing) across segments
- Understanding churn and retention by region, category, season, and retention strategy
- Finding segments with good growth or optimization potential

# Dashboard Structure

01 **CATEGORY OVERVIEW**

02 **SEASON & REGION PERFORMANCE**

03 **CHURN & RETENTION**

04 **GROWTH OPPORTUNITIES**

# Category Overview

Region  Season  Categories

All All All

Total Customer

**10K**

Customers

Total Revenue

**\$50.32M**

Revenue

Categories

All

▼

Per Customer Value

**\$5.03K**

Per Customer

Per Order Value

**\$110.01**

Per Order

Average Purchase Frequency

**9.96**

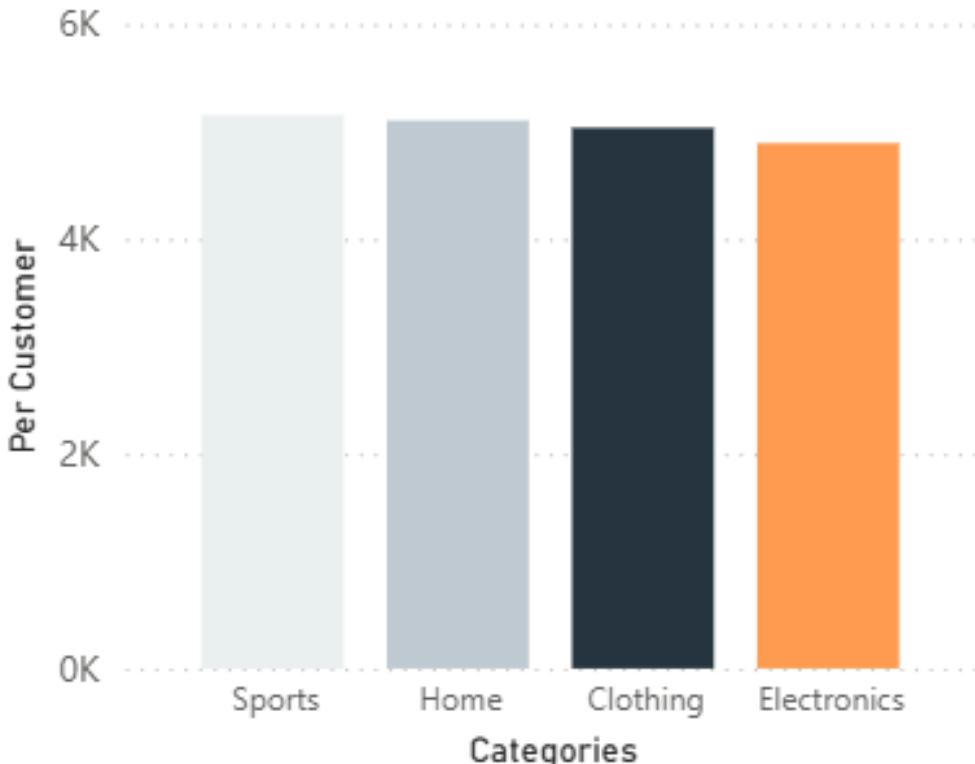
Frequency

Churn Rate

**50.16%**

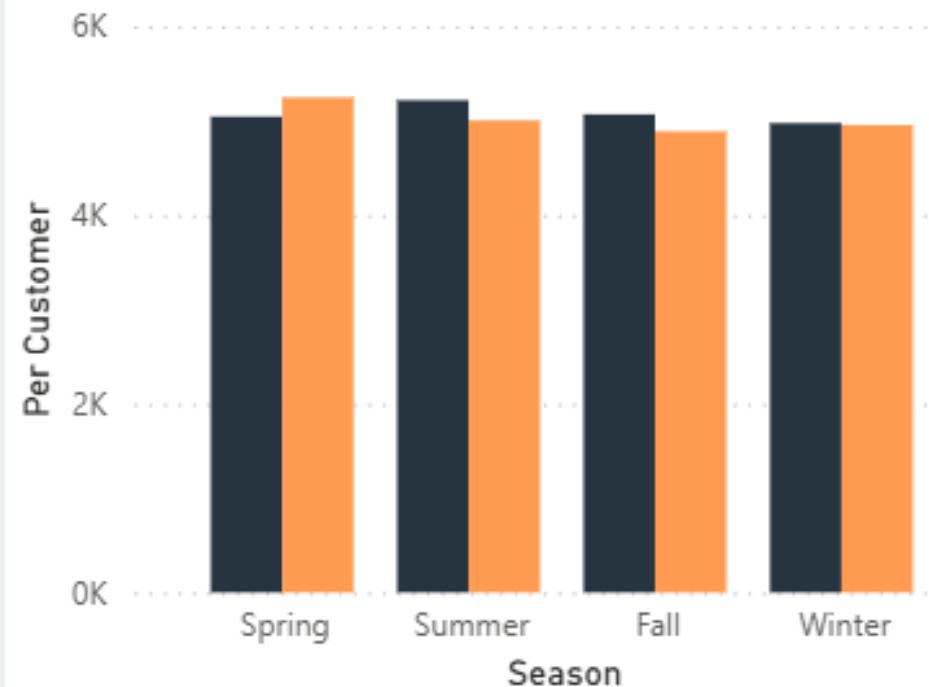
Churn

Categories drive per customer



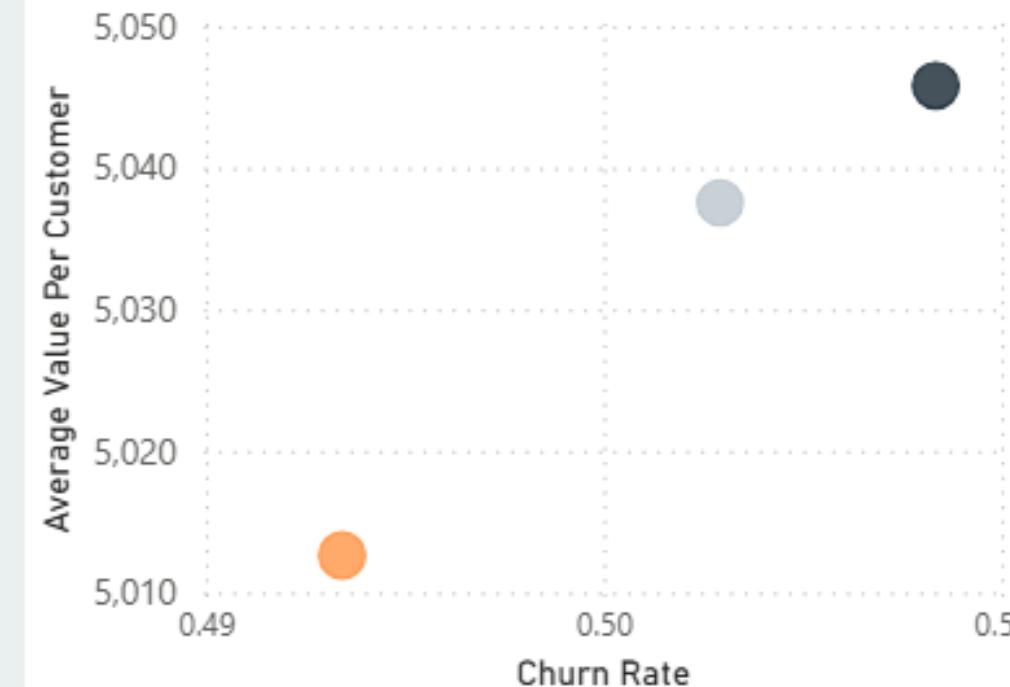
Season Performance

● North America ● South America



Retention Strategy

● Discount ● Email Campaign ● Loyalty Program



# Season & Region Performance

Categories ▼

All ▼

Season ▼

All ▼

Retention Strategy ▼

All ▼

Value by Season

**\$5.03K**

Per Customer

Churn Rate

**50.16%**

Churn

Per Customer Value

By Region and Season

| Region        | Fall     | Spring   | Summer   | Winter   |
|---------------|----------|----------|----------|----------|
| North America | 5,066.28 | 5,041.81 | 5,215.47 | 4,972.48 |
| South America | 4,886.33 | 5,246.19 | 5,002.00 | 4,952.97 |

● Best ● Grow but fix churn ● Fix first

Invest More In

**Spring – South America**

Best Season Region

Fix First

**Fall – South America**

Worst Season Region

Per Customer Value by Season and Region

● North America ● South America

6K

Per Customer

0K

Spring Summer Fall Winter

Season

Churn by Season and Region

● North America ● South America

0.6

Churn

Winter Spring Fall Summer

Season

Frequency by Season and Region

● North America ● South America

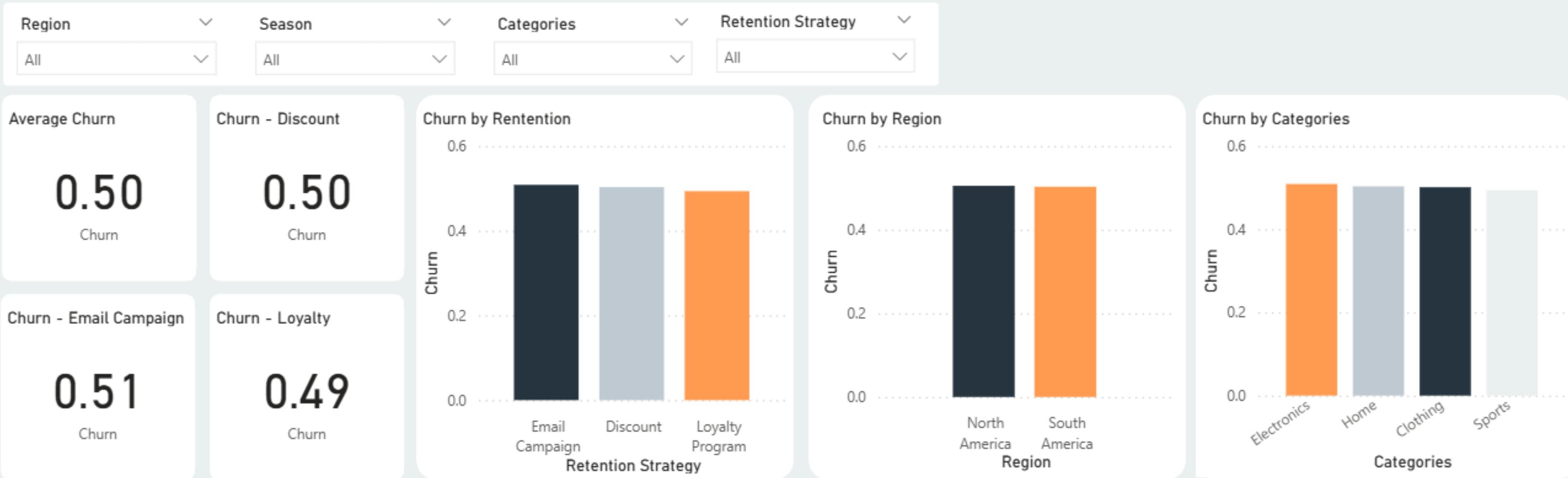
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Winter Spring Summer Fall

Season

# Churn & Retention



Region x Season Heatmap

| Categories  | Fall  | Spring | Summer | Winter |
|-------------|-------|--------|--------|--------|
| Sports      | 50.8% | 48.4%  | 47.8%  | 50.4%  |
| Home        | 49.1% | 51.0%  | 50.4%  | 50.6%  |
| Electronics | 48.6% | 51.9%  | 51.2%  | 51.7%  |
| Clothing    | 49.1% | 49.9%  | 49.1%  | 52.2%  |

● High Churn   ● Low Churn

High-Risk Table

| Region        | Season | Categories  | Retention_Strategy | Churn | Per Customer | Revenue    | Customers | High Risk/ High Value |
|---------------|--------|-------------|--------------------|-------|--------------|------------|-----------|-----------------------|
| North America | Fall   | Clothing    | Discount           | 0.49  | 5,019.25     | 230,885.56 | 46        | 0                     |
| North America | Fall   | Clothing    | Email Campaign     | 0.47  | 4,820.88     | 245,865.02 | 51        | 0                     |
| North America | Fall   | Clothing    | Loyalty Program    | 0.49  | 5,335.58     | 261,443.48 | 49        | 0                     |
| North America | Fall   | Electronics | Discount           | 0.58  | 5,589.39     | 229,164.89 | 41        | 1                     |
| North America | Fall   | Electronics | Email Campaign     | 0.56  | 4,493.12     | 260,601.15 | 58        | 0                     |
| North America | Fall   | Electronics | Loyalty Program    | 0.42  | 5,535.92     | 287,867.84 | 52        | 0                     |

● 1: True  
● 0: False

# Growth Opportunities

Region: North America | Season: All | Categories: All | Retention Strategy: All

Total Revenue

**\$12.5M**

Revenue

Customer Value

**\$5,059**

Per Customer

Churn Rate

**50.5%**

Churn

Total Customer

**2,454**

Customers

## Acquisition Targets

High LTV / Low Customer Base

| Region        | Season | Categories  | AvgLTV   | AvgChurn | Customer |
|---------------|--------|-------------|----------|----------|----------|
| South America | Spring | Electronics | 5,340.26 | 0.52     | 147      |
| South America | Spring | Sports      | 5,287.30 | 0.45     | 148      |
| North America | Fall   | Home        | 5,245.59 | 0.48     | 153      |

## Retention Target

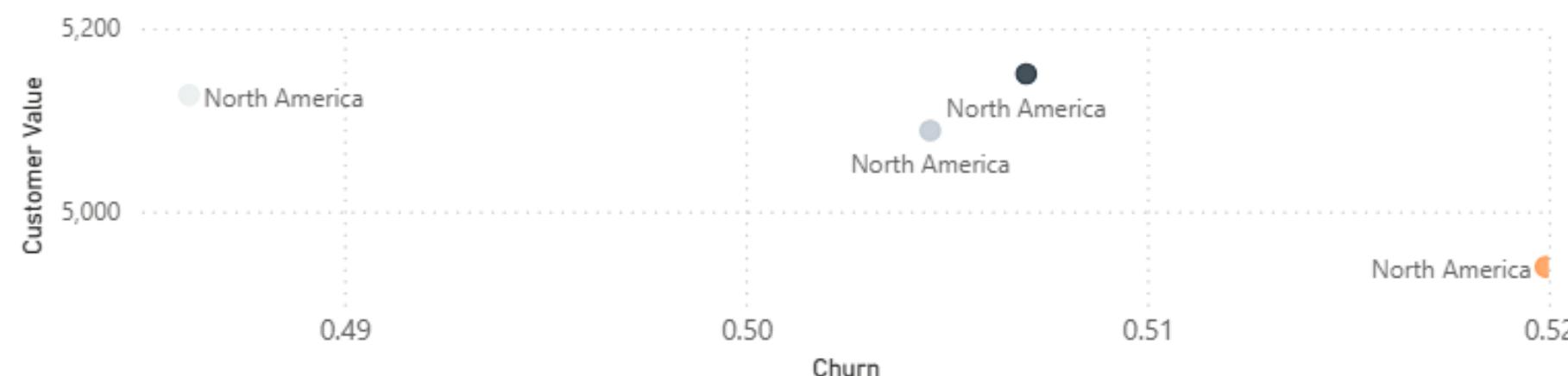
High LTV / High Churn

| Region        | Season | Categories  | AvgChurn | AvgLTV   | Customer |
|---------------|--------|-------------|----------|----------|----------|
| North America | Spring | Clothing    | 0.53     | 5,414.53 | 159      |
| South America | Spring | Electronics | 0.52     | 5,340.26 | 147      |
| North America | Fall   | Electronics | 0.52     | 5,149.89 | 151      |

## Churn, Customer Value and Retention Scatter

By Region and Categories

● Clothing ● Electronics ● Home ● Sports



## High Risk Customers

By Retention Strategy



## Customer Value Uplift

By Retention Strategy



# High-Level KPIs

|   |   |  |   |  |                                      |
|---|---|--|---|--|--------------------------------------|
| Total Customer<br><b>10K</b><br>Customers | Total Revenue<br><b>\$50.32M</b><br>Revenue | Per Customer Value<br><b>\$5.03K</b><br>Per Customer | Per Order Value<br><b>\$110.01</b><br>Per Order | Average Purchase Frequency<br><b>9.96</b><br>Frequency | Churn Rate<br><b>50.16%</b><br>Churn |
|---|---|--|---|--|--------------------------------------|

# Categories driving LTV & Revenue

| Most_Frequent_Category | avg_purchase_frequency | avg_order_value | avg_lifetime_value | total_lifetime_value |
|------------------------|------------------------|-----------------|--------------------|----------------------|
| Sports                 | 9.89                   | 110.86          | 5151.73            | 6182078.54           |
| Home                   | 9.81                   | 110.34          | 5103.28            | 6404611.85           |
| Clothing               | 9.94                   | 110.48          | 5035.89            | 6254579.36           |
| Electronics            | 10.05                  | 110.13          | 4892.54            | 6282018.09           |

- **SPORT**

Sports customers have the highest average Lifetime Value per person.

- **HOME**

Home has the highest total Lifetime Value due to a large customer base.

- **CLOTHING**

Clothing performs in the middle on both value and risk.

- **ELECTRONICS**

Electronics contributes strong revenue but shows higher churn risk.

- **GENERAL**

Customers spend roughly similar amounts per order across categories; differences come mostly from purchase frequency and retention.

# Puchase Frequency vs Basket size

| Most_Frequent_Category | segment_identify         | total_customer | avg_frequency | avg_order_value | avg_lifetime_value |
|------------------------|--------------------------|----------------|---------------|-----------------|--------------------|
| Clothing               | highFreq / lowOrderValue | 324            | 14.63         | 65.55           | 4999.84            |
| Clothing               | lowFreq / highOrderValue | 296            | 4.64          | 152.66          | 4974.53            |
| Electronics            | highFreq / lowOrderValue | 335            | 14.65         | 64.31           | 4788.46            |
| Electronics            | lowFreq / highOrderValue | 289            | 4.99          | 155.83          | 4827.41            |
| Home                   | highFreq / lowOrderValue | 320            | 14.59         | 65.55           | 4871.64            |
| Home                   | lowFreq / highOrderValue | 315            | 5.03          | 154.48          | 4985.62            |
| Sports                 | highFreq / lowOrderValue | 315            | 14.61         | 65.97           | 5231.53            |
| Sports                 | lowFreq / highOrderValue | 294            | 5.07          | 157.63          | 5293.36            |

- **HIGH FREQUENCY / LOW ORDER VALUE**

Buy often but with small baskets

- **LOW FREQUENCY / HIGH ORDER VALUE**

Buy rarely but with large baskets and still generate strong Lifetime Value

- **IMPLICATION**

Design separate playbooks for “small but frequent” and “rare but big” customers in each category

# Seasonality

| Season | total_customer | avg_lifetime_value | total_lifetime_value | avg_order_value | avg_purchase_frequency |
|--------|----------------|--------------------|----------------------|-----------------|------------------------|
| Winter | 1277           | 4962.6             | 6337236.81           | 109.45          | 10.00                  |
| Spring | 1188           | 5140.39            | 6106785              | 109.77          | 9.93                   |
| Summer | 1271           | 5105.63            | 6489253.99           | 109.28          | 9.93                   |
| Fall   | 1245           | 4971.9             | 6190012.04           | 113.3           | 9.83                   |

- **SUMMER**

Peak season for Revenue.

- **SPRING**

with Summer are the most valuable per customer.

- **FALL**

Spend slightly more per order but show the lowest total Lifetime value, indicating higher churn risk.

- **WINTER**

Slightly below average in both value and revenue

- **SOUTH**

Clothing & Home peak in evening  
Electronics & Sports peak in afternoon

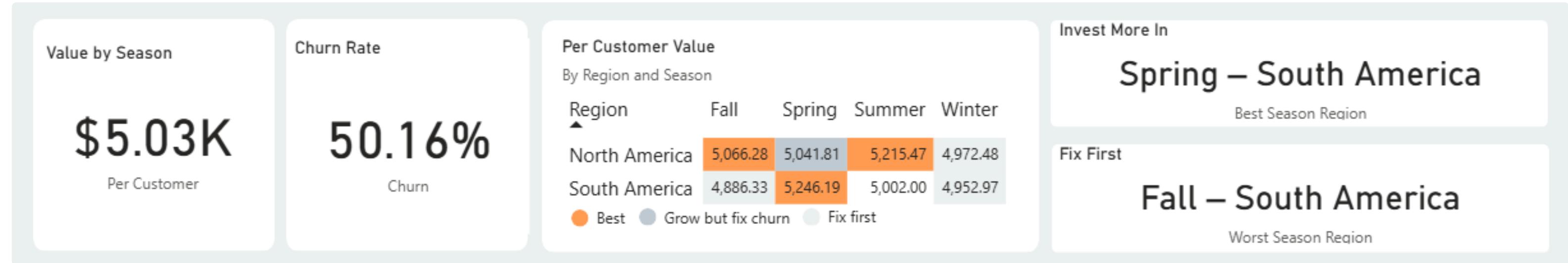
# Timing

| Region        | Preferred_Purchase_Times | total_lifetime_value |
|---------------|--------------------------|----------------------|
| South America | Afternoon                | 4362684.94           |
| North America | Evening                  | 4491812.45           |
| North America | Morning                  | 3939097.73           |
| South America | Evening                  | 4273359.35           |
| North America | Afternoon                | 4019655.63           |
| South America | Morning                  | 4036677.74           |

- **NORTH**

Evening Purchases generate the highest Revenue.  
while morning is weakest

# Regional View



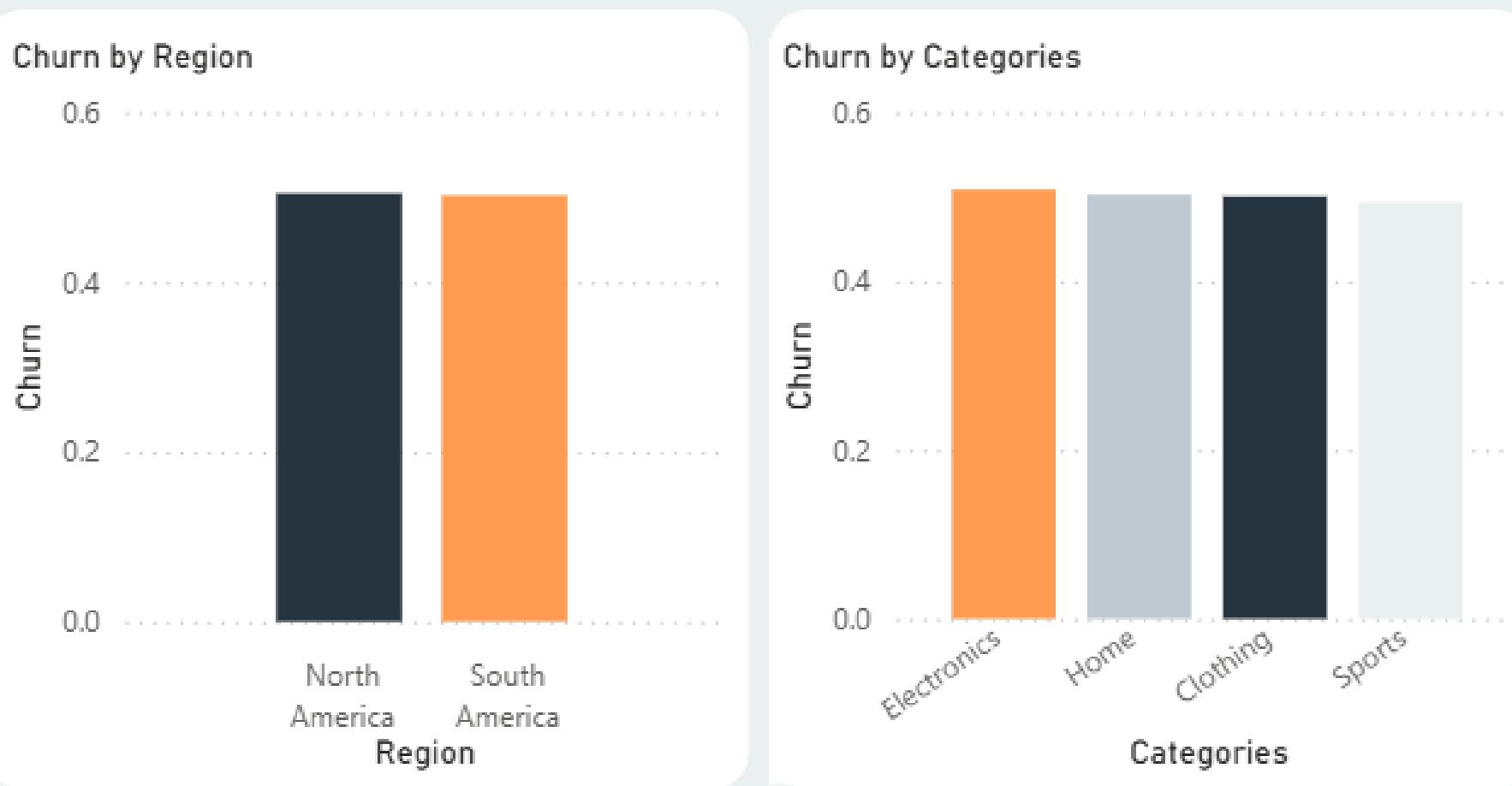
**North America** has higher average Lifetime Value per customer.

**Average churn rate** is similar across both regions at around 0.50.

**Strategic focus for North America:** acquire more customers because each additional customer is already high value.

**Strategic focus for South America:** retention and upsell to increase value from a large existing base.

# Churn by Category, Season and Region



| Region x Season Heatmap |       |        |        |        |
|-------------------------|-------|--------|--------|--------|
| Categories              | Fall  | Spring | Summer | Winter |
| Sports                  | 50.8% | 48.4%  | 47.8%  | 50.4%  |
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| Clothing                | 49.1% | 49.9%  | 49.1%  | 52.2%  |

● High Churn   ● Low Churn

- **By region**, North and South America have very similar churn, around 0.50, so region alone is not the main driver.
- **By category**, Electronics has the highest churn, while Sports is the lowest; Home and Clothing are close to the average.
  - The **Region x Season heatmap** shows that Sports and Electronics in Fall and Winter cross 50% churn and are flagged as high-risk cells.
  - The **High-Risk Table** highlights specific North America Fall Clothing and Electronics segments where churn is high but per-customer value and revenue are still strong, making them priority targets for retention.

# Growth & Optimization

- **Acquisition targets:** segments with high Lifetime Value but low customer counts.
- **Spring South America:** Electronics, Sports, and Clothing show high value per customer with relatively small bases.
- **North America Spring Sports** also combines high value per customer with a smaller base.
- **Retention targets:** segments with high Lifetime Value and high churn.
  - Several Region x Season x Category pairs generate decent revenue despite high churn, indicating optimization opportunities.

## Acquisition Targets

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# Segment Strategy Playbook

- **HIGH-FREQUENCY, LOW-ORDER-VALUE CUSTOMER**

Promote bundles, add-ons, and volume discounts to grow basket size.

- **LOW-FREQUENCY, HIGH-ORDER-VALUE CUSTOMER**

focus on retention, reactivation, and VIP-style offers, because each extra purchase adds large Lifetime Value.

- **RETENTION PROGRAM**

Make Loyalty Program the core retention mechanism across regions.

Use Email Campaigns and Discounts primarily to feed customers into Loyalty, not as the only long-term strategy.

- **TACTIC BY CATEGORY**

More protection for high-risk Electronics, reinforcement for high-value Sports and Home

# Seasonal & Regional Action Plan

- Invest more in **Spring South America**, where customers show strong value and healthy frequency.
- Use Spring South America as a benchmark playbook for offers and campaigns.
- Apply the same playbook to weaker seasons to lift customer value and revenue.
- Fix **Fall South America first**, as it is flagged as a high-risk season before scaling campaigns there.
- In North America, scale acquisition in high-LTV but low-size segments such as Spring Sports

# Conclusion

- Identified which **categories, regions, and seasons** drive the most revenue and Lifetime Value.
- Mapped **purchase behavior** patterns (frequency, basket size, timing) across key customer segments.
- Highlighted how **churn and retention** vary by region, category, season, and strategy.
- Found clear **growth and optimization** opportunities in high-LTV/low-size and high-LTV/high-churn segments.

# Thanks For Your Time and Consideration

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