

### Introduction

### **Unveiling Customer Loyalty**

- Customer Engagement and Loyalty Point Accumulation
- Segmentation for Targeted Marketing
- Unlocking Insights from Text Data
- Data Suitability for Predictive Models

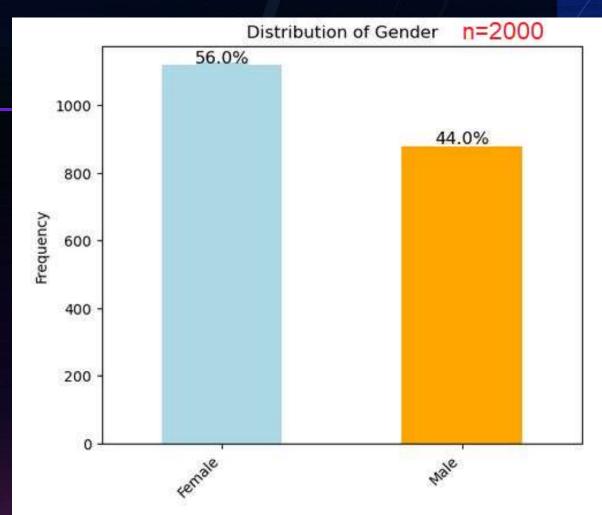
### Know your Customer

averages

AGE 38 INCOME £48k SPENDING SCORE 50

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# Know your Customer

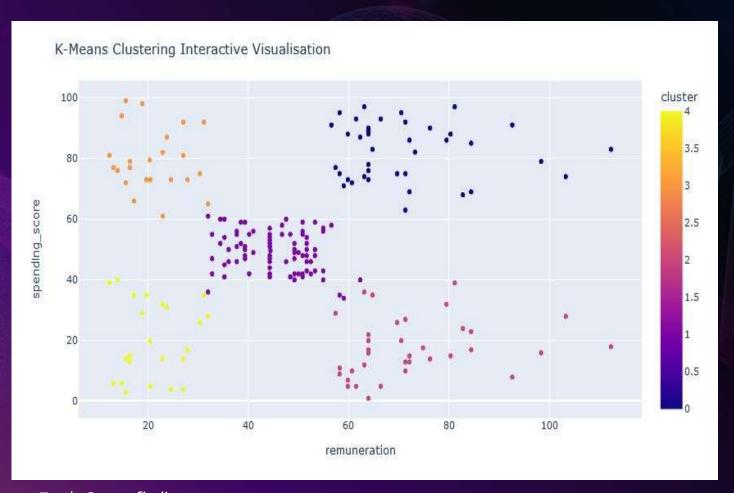


## Loyalty Points Accumulation



Turtle Games findings

### Customer Segments



Cluster 1 (n=774) **Core Custodians**: Moderate income, average spenders.

Cluster 0 (n=356) **Frequent Savers**: Potentially young adults/students with low income, but high spending scores.

Cluster 2 (n=330) **Savvy Moderates**: Moderate income, less frequent spenders.

Cluster 4 (n=271) **Select Shoppers**: Slightly higher income, infrequent spenders/lower-priced items.

Cluster 3 (n=269) **Elite Spenders**: Higher income, frequent spenders.

## Insights from Text Analysis

### Overall positive Reviews and Summaries

#### POLARITY

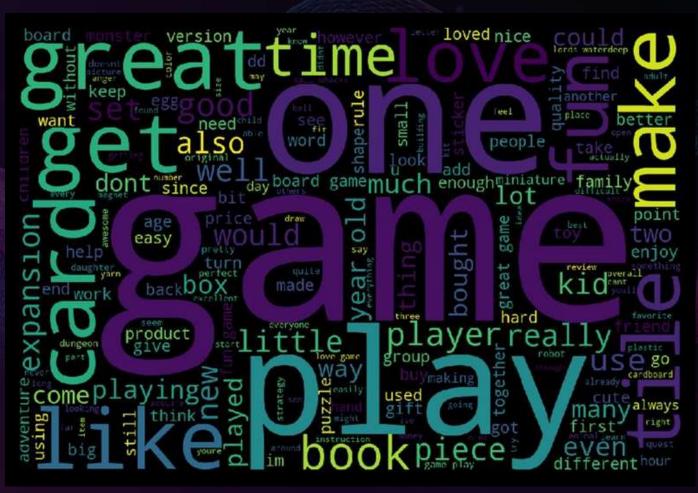
 indicating overall emotional slant/undertone of the text

#### SENTIMENT SUBJECTIVITY

 representing the degree to which the text expresses personal opinions, feelings, or judgements

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## Insights from Text Analysis



#### Marketing with a Smile

 'game', 'fun', 'great', 'play', 'love' among top 15 most frequent words

#### Targeting the Right Players

 'kids', 'cute', 'book' - suggest a customer segment interested in educational or creative games, possibly for children

#### **Utilise Negative Comments**

- Generate insights and improve branding
- Track and Adapt

### Optimising the Loyalty Programme for Growth

### Key Takeaways

- Link Loyalty Point Accumulation and Purchase History
- Utilise Clusters for Targeted Marketing
- Ongoing Collection and Monitoring of Text Data
- Establish refined Data Collection to achieve Predictive Models
- Integrate Product Details and Sales Data

