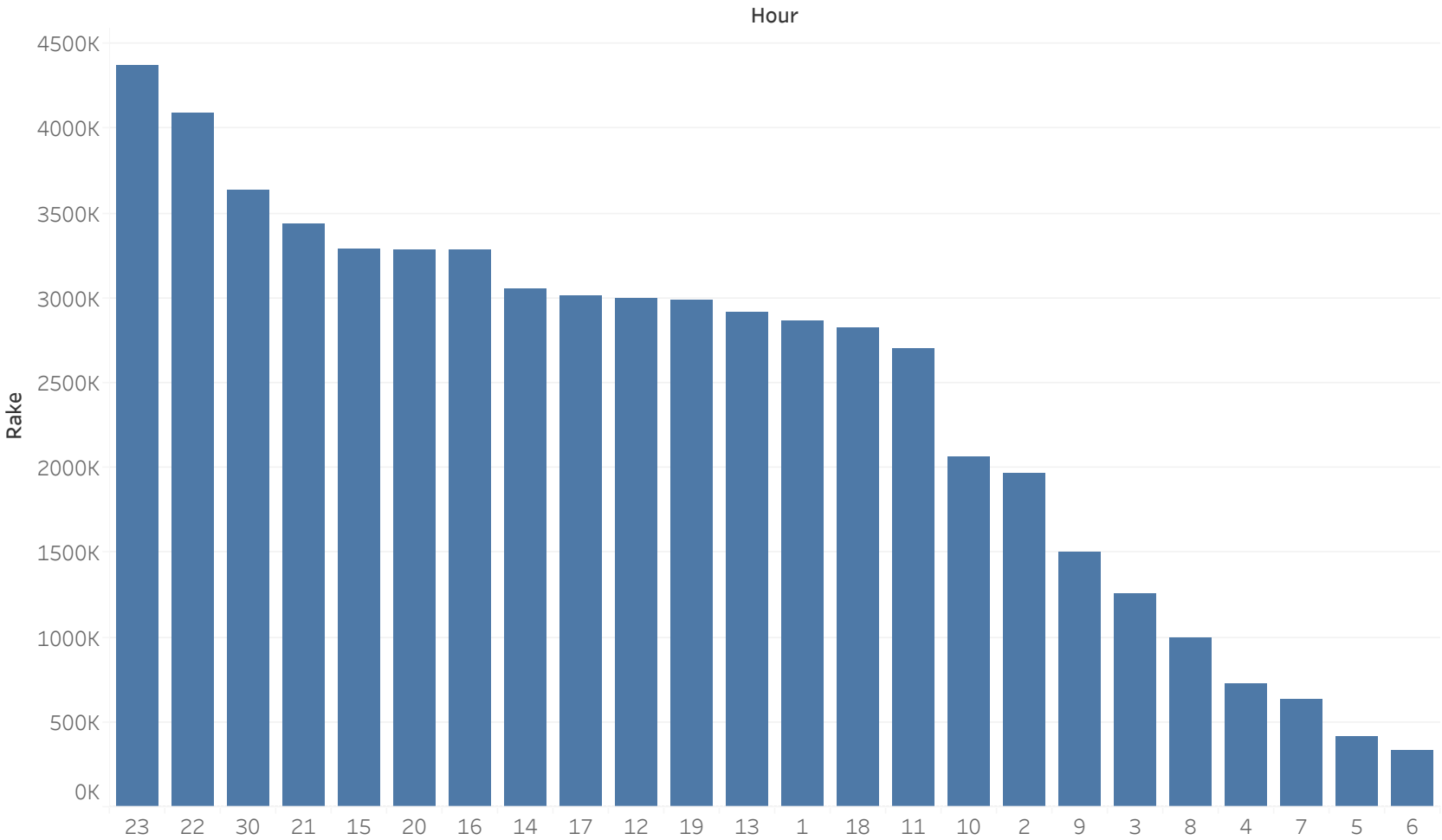


Bad Hour means Least Revenue Hour or Less number of users in particular hour

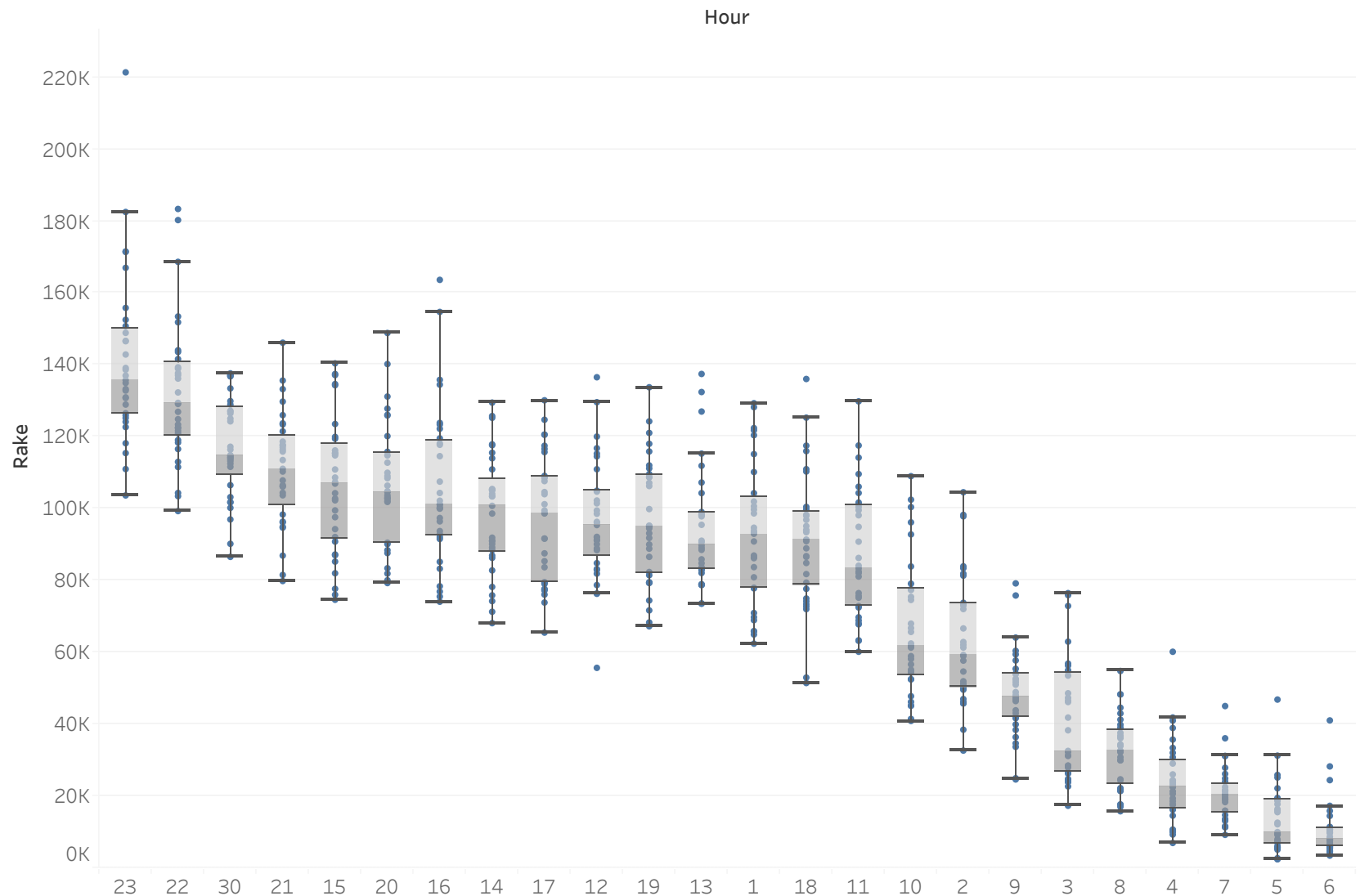
Least Revenue hour (2 to 9)

This table contain sum of revenue of particular hour for month



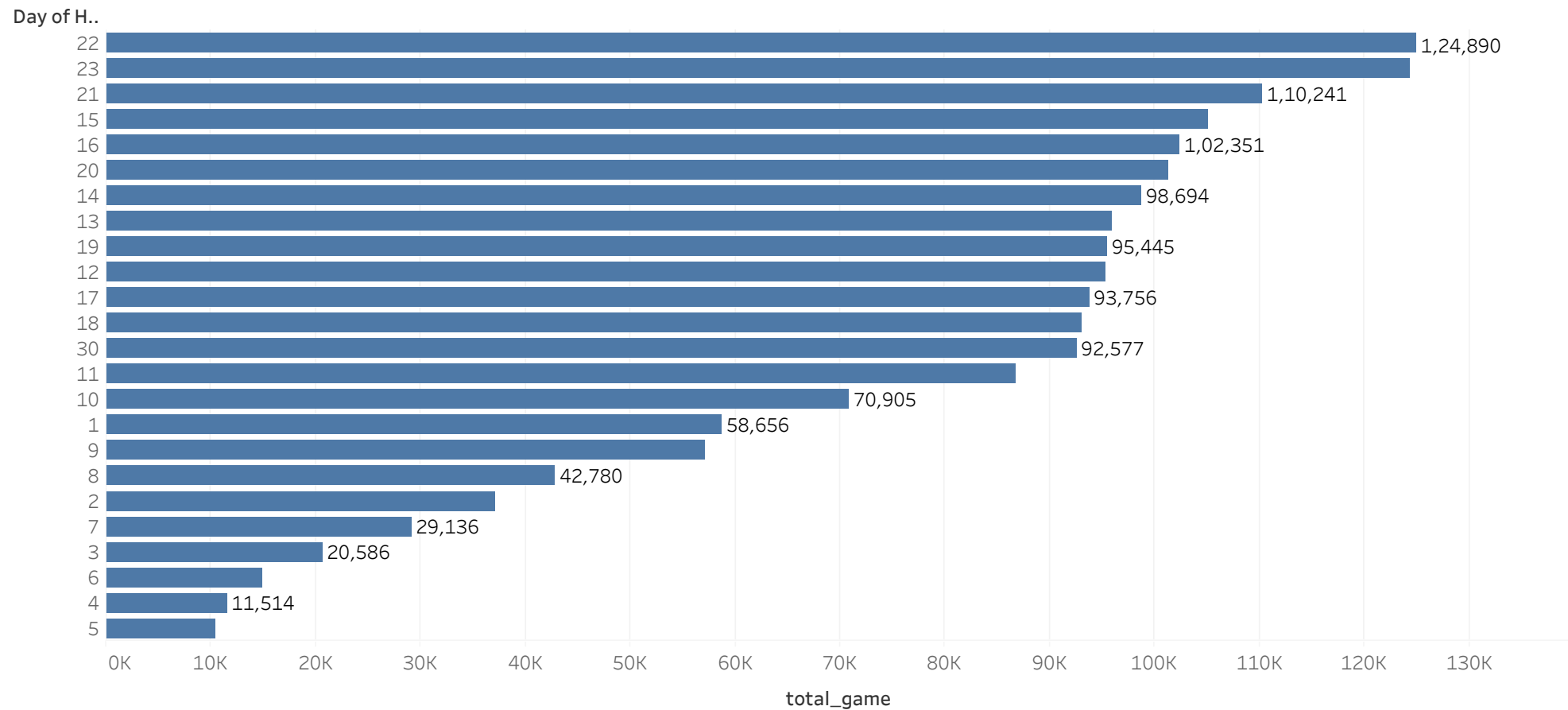
Sum of Rake for each Hour Day.

Bad Hours : Least Revenue hour (2 to 9)  
revenue in hour of particular day in decreasing order



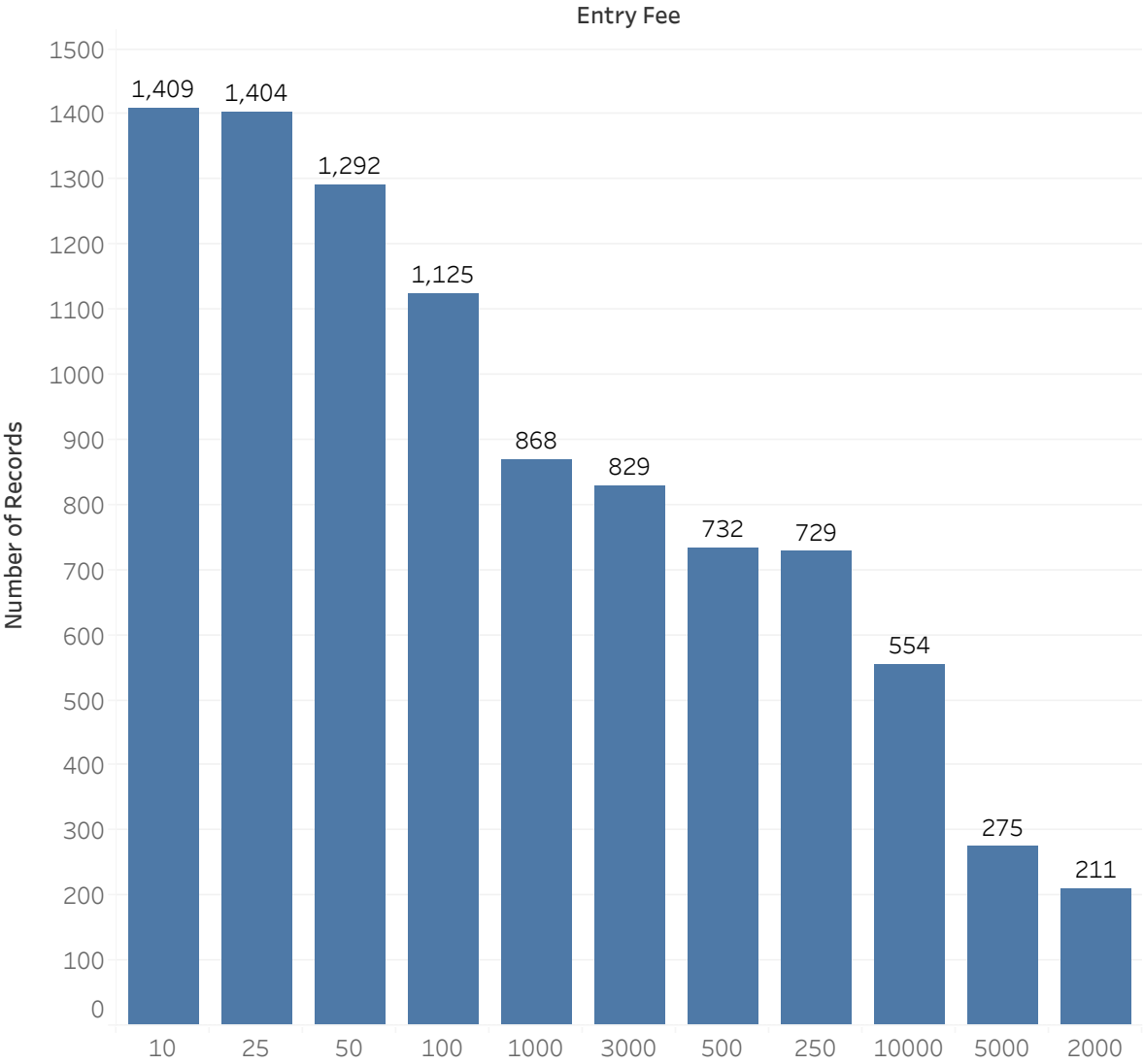
Sum of Rake for each Hour Day. Details are shown for Date Day.

- > Graph showing Total number of users in particular Hour
- > Using filter we can calculate total number of user in particular hour of particular day
- > This graph show total number of users in particular hour of all days
- > From this graph bad hours are 2 to 9



Sum of total\_game for each Hour Day. The marks are labeled by sum of total\_game. The data is filtered on Date Day, which keeps 31 of 31 members.

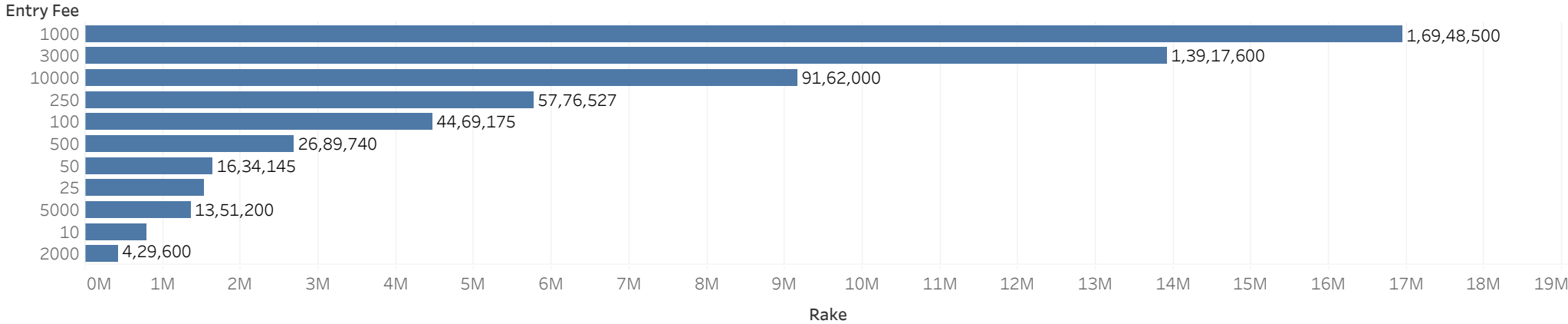
Entry Fees where Participation of users is high  
Top 3 ( 10 , 25 , 50 )



Sum of Number of Records for each Entry Fee. The marks are labeled by sum of Number of Records.

# Which Entry Fee generate Maximum Revenue

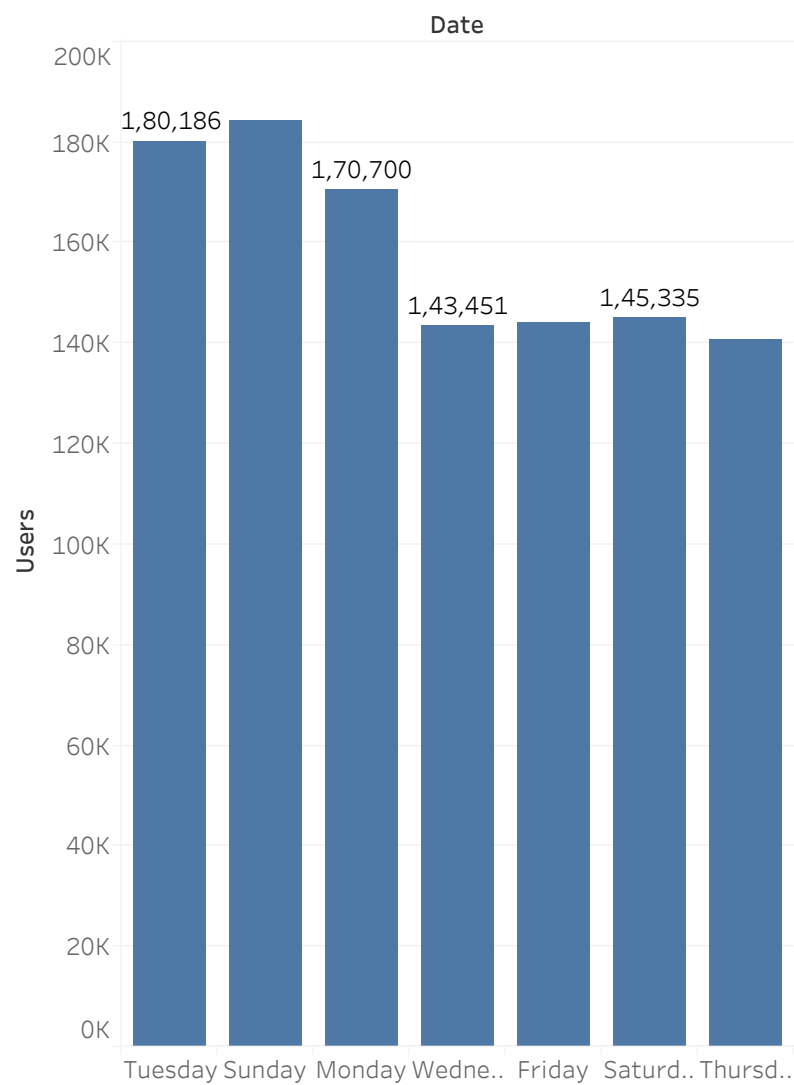
## Top 3 Entry Fee (1000 , 3000 , 10,000 ) who Generate maximum Revenue



Sum of Rake for each Entry Fee. The marks are labeled by sum of Rake.

# Users in Days of week

## Users Playing more on First Three days of week than other days

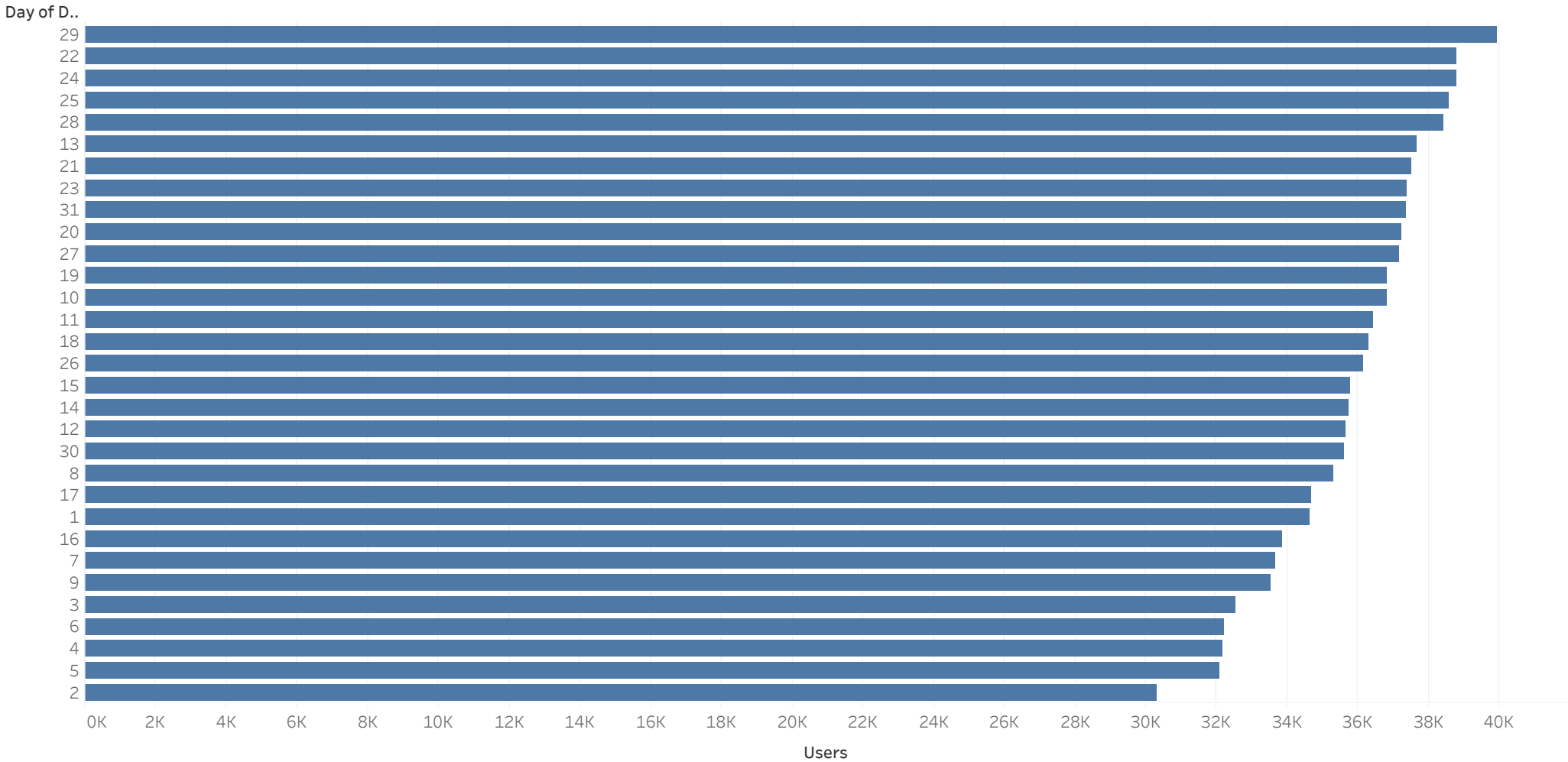


Sum of Users for each Date Weekday. The marks are labeled by sum of Users.

# Daily unique users data

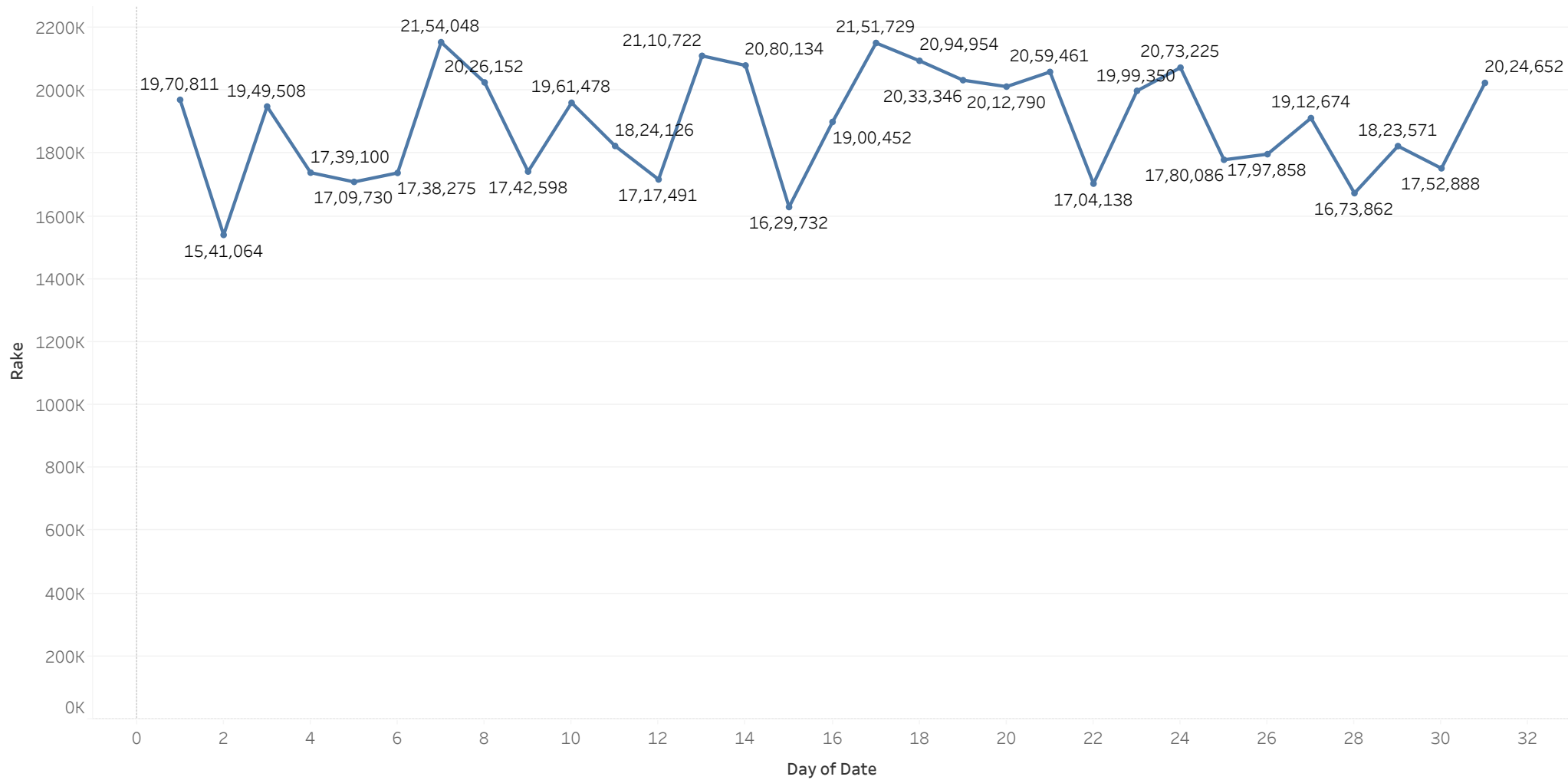
--> Most Users present in Last week

-->First week has less number of users compare to last week



Sum of Users for each Date Day.

# Daily Revenue Curve

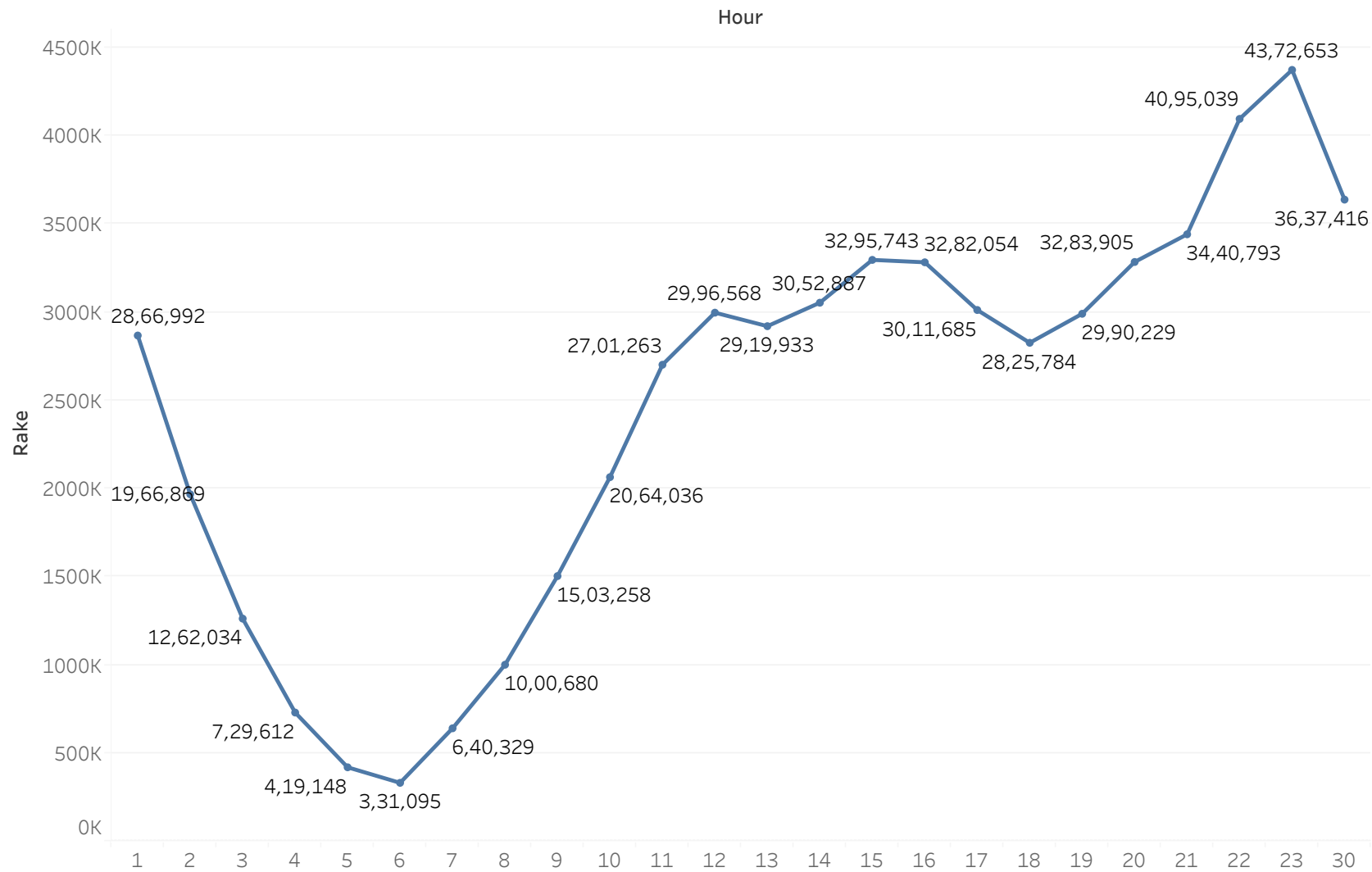


The trend of sum of Rake for Date Day. The marks are labeled by sum of Rake.



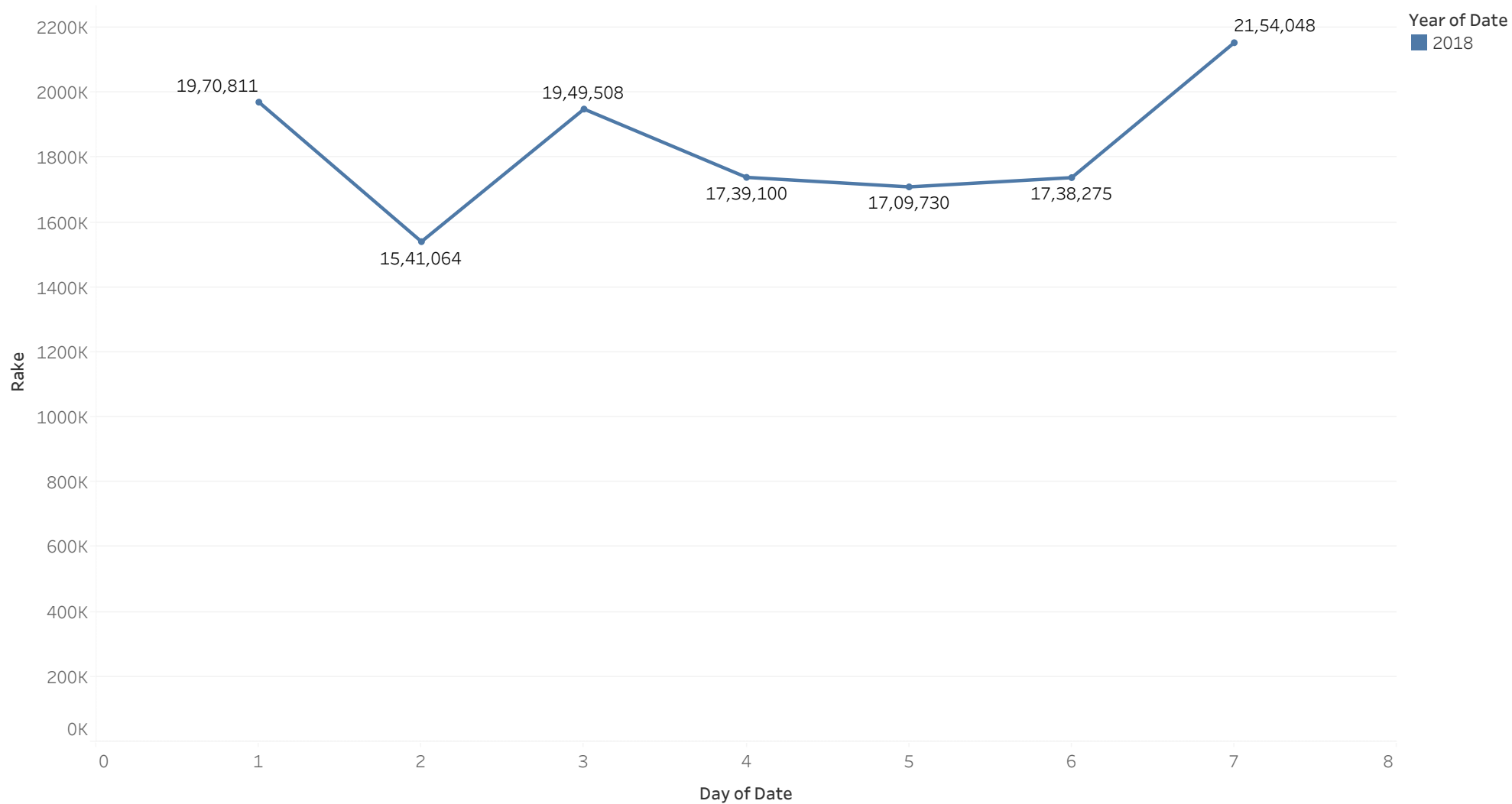
# Hourly Revenue Curve

After 9 Am Revenue is almost increasing order



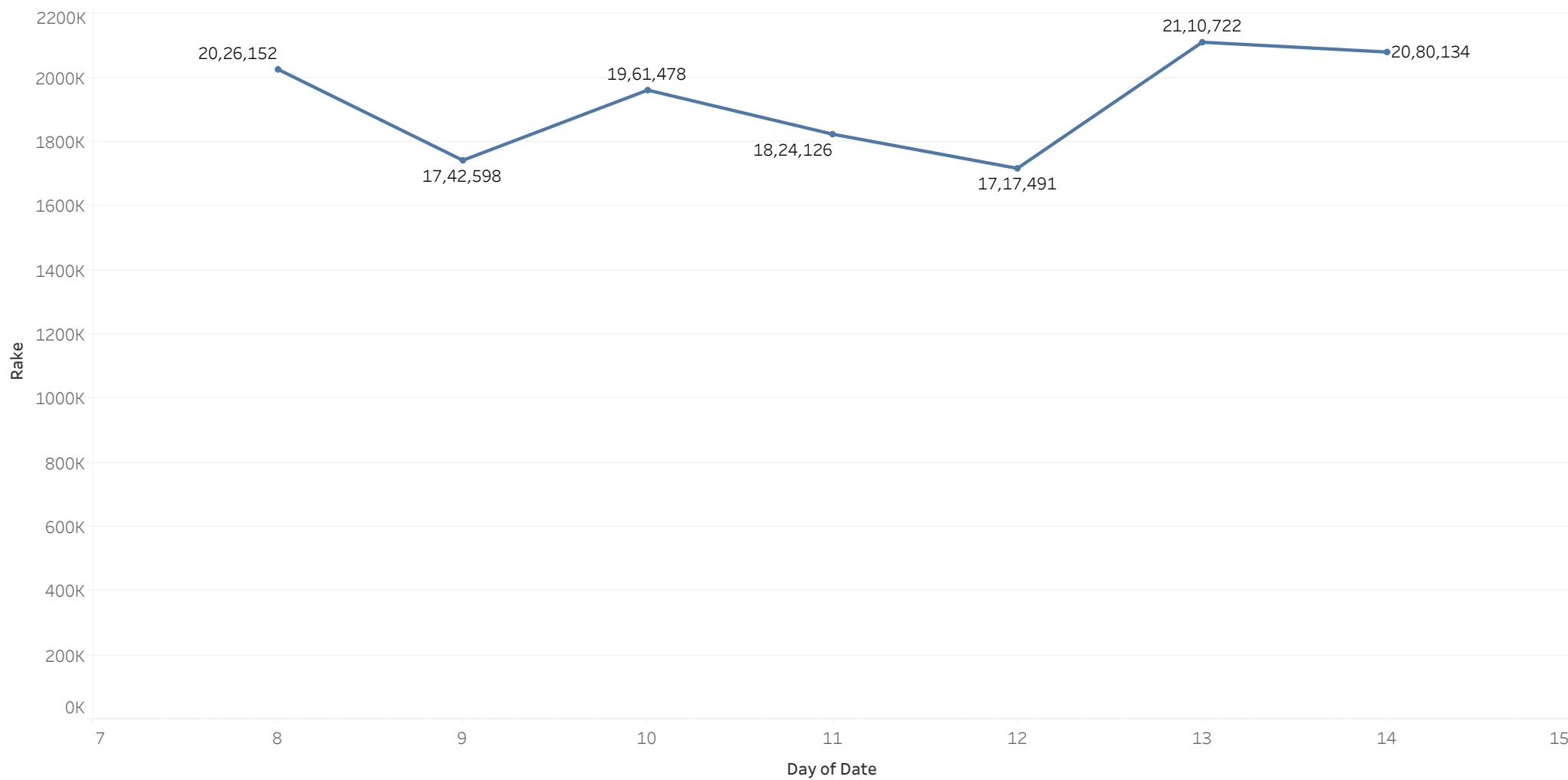
The trend of sum of Rake for Hour Day. The marks are labeled by sum of Rake.

# 1st Week



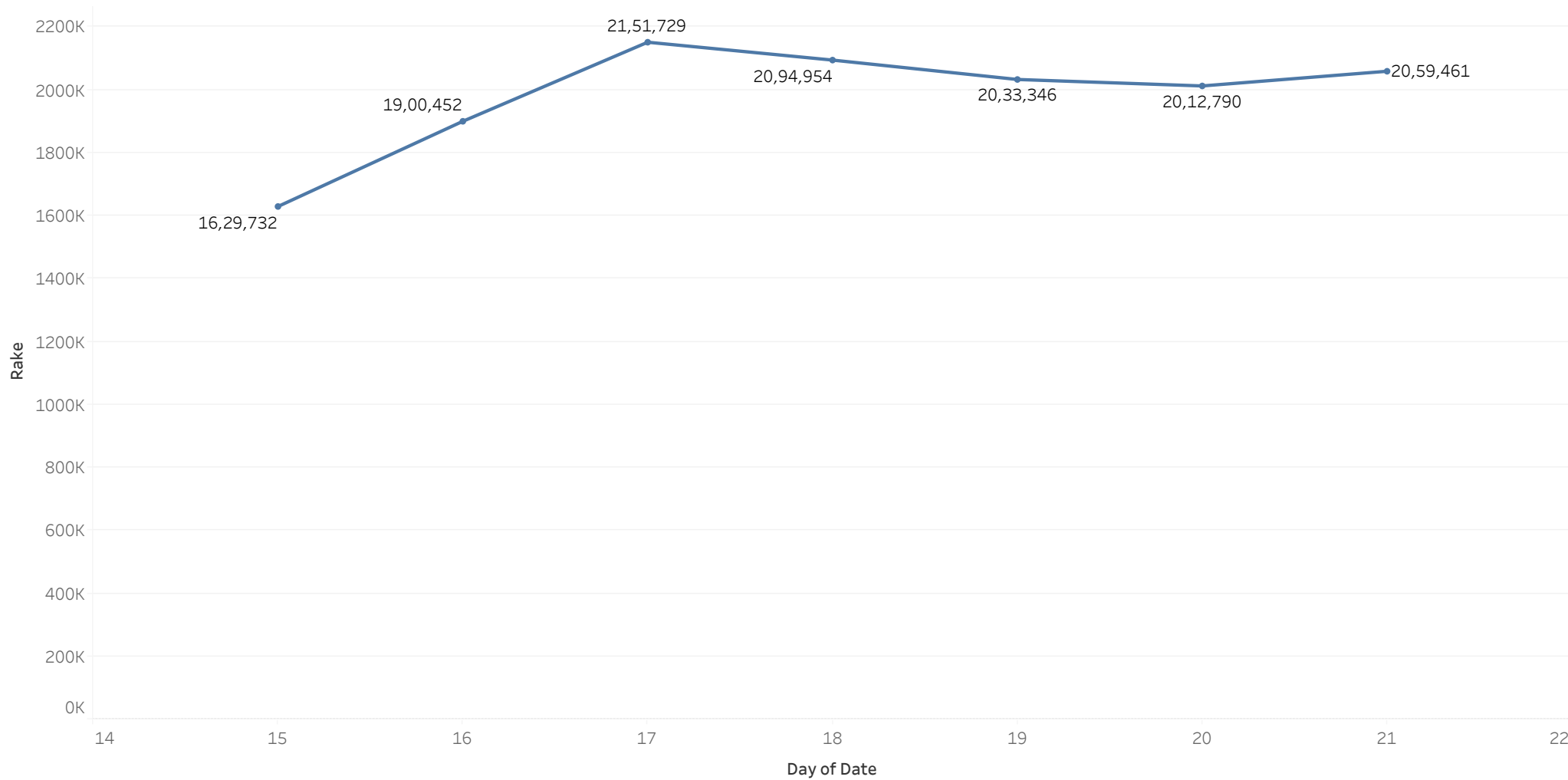
The trend of sum of Rake for Date Day. Color shows details about Date Year. The marks are labeled by sum of Rake. The data is filtered on Date Day, which keeps 7 of 31 members.

# 2nd Week



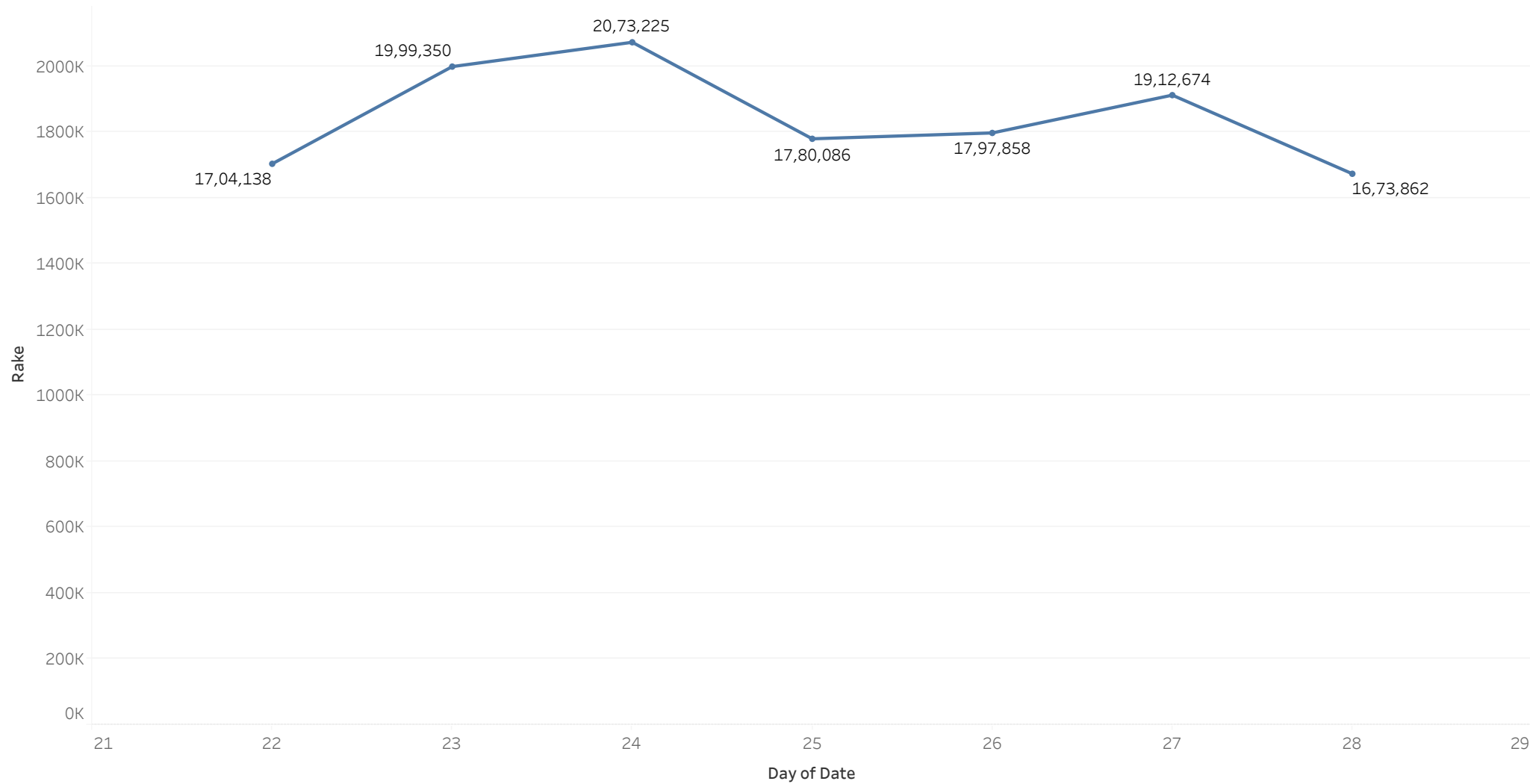
The trend of sum of Rake for Date Day. The marks are labeled by sum of Rake. The data is filtered on Date Day, which keeps 7 of 31 members.

# 3rd Week



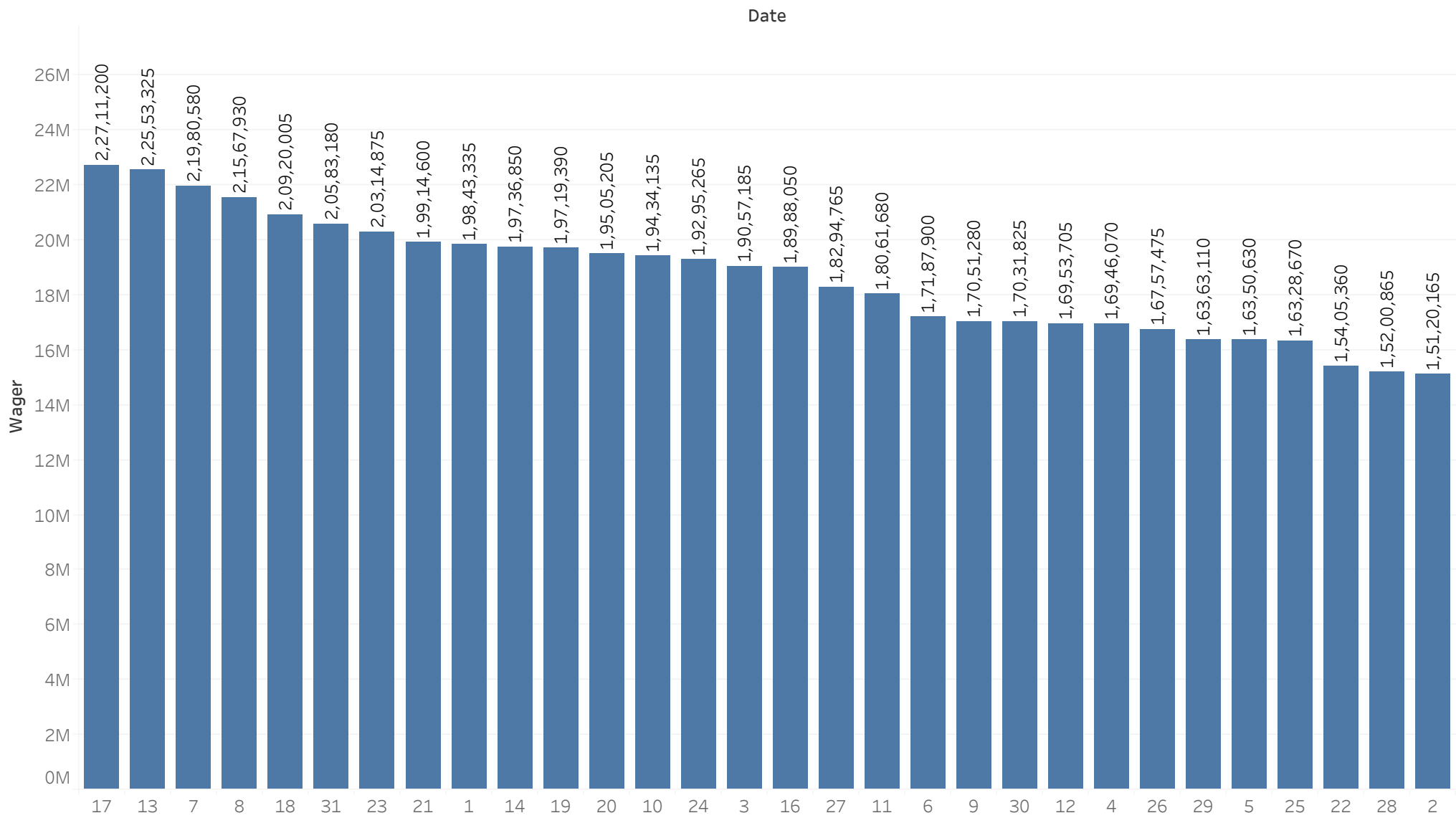
The trend of sum of Rake for Date Day. The marks are labeled by sum of Rake. The data is filtered on Date Day, which keeps 7 of 31 members.

4th Week



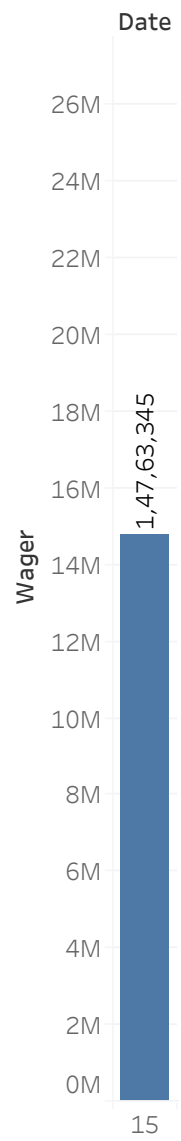
The trend of sum of Rake for Date Day. The marks are labeled by sum of Rake. The data is filtered on Date Day, which keeps 7 of 31 members.

**Daily Entry Fee payed**  
**Total amount payed by users as entry fee to play games per Day**



Sum of Wager for each Date Day. The marks are labeled by sum of Wager.

**Daily Entry Fee payed**  
**Total amount payed by users as entry fee to play games per Day**



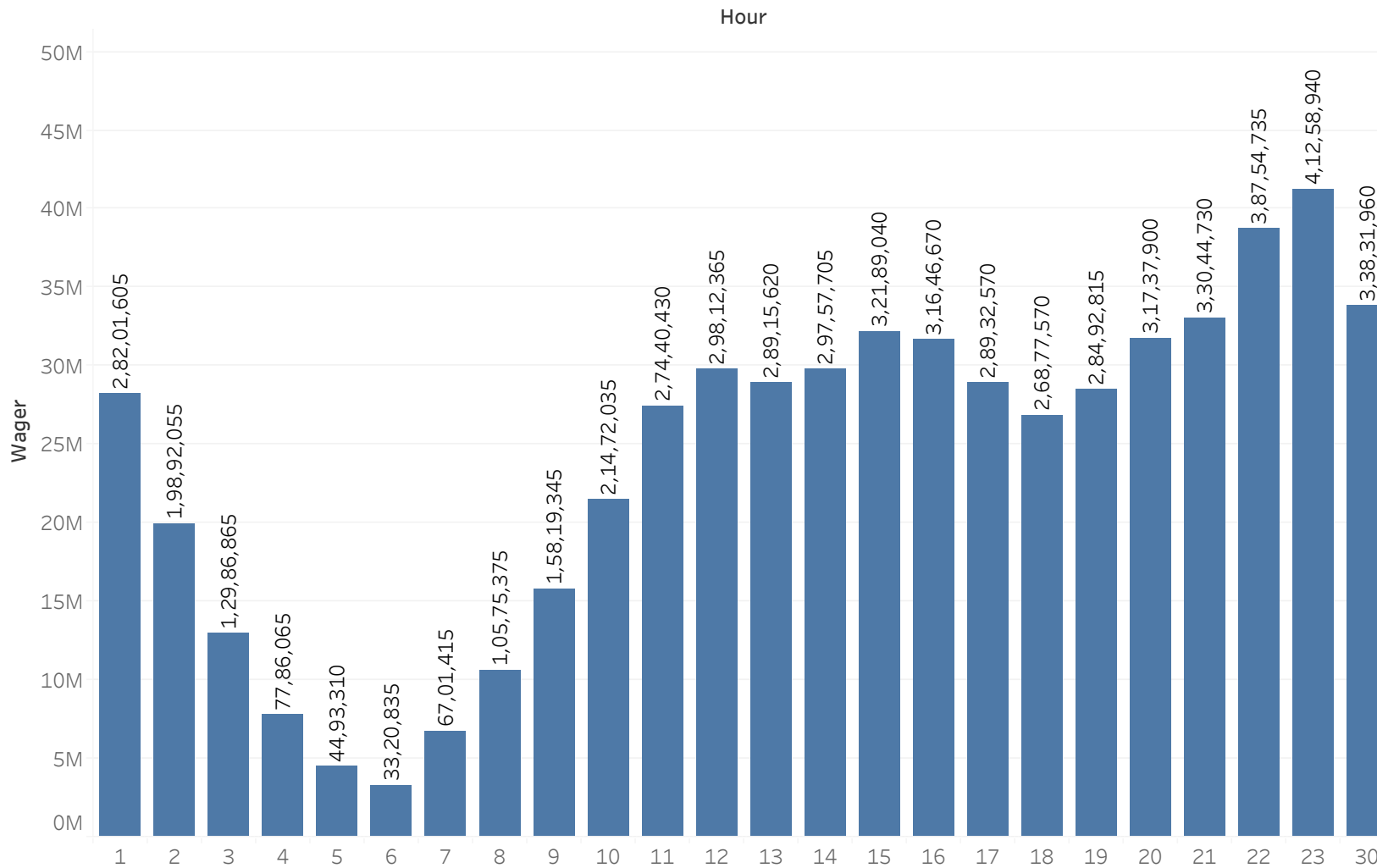
Sum of Wager for each Date Day. The marks are labeled by sum of Wager.

## Hourly Payed Entry fee

Total amount paid by users as entry fee to play games per Hour

--> Minimum Amount hour is 6

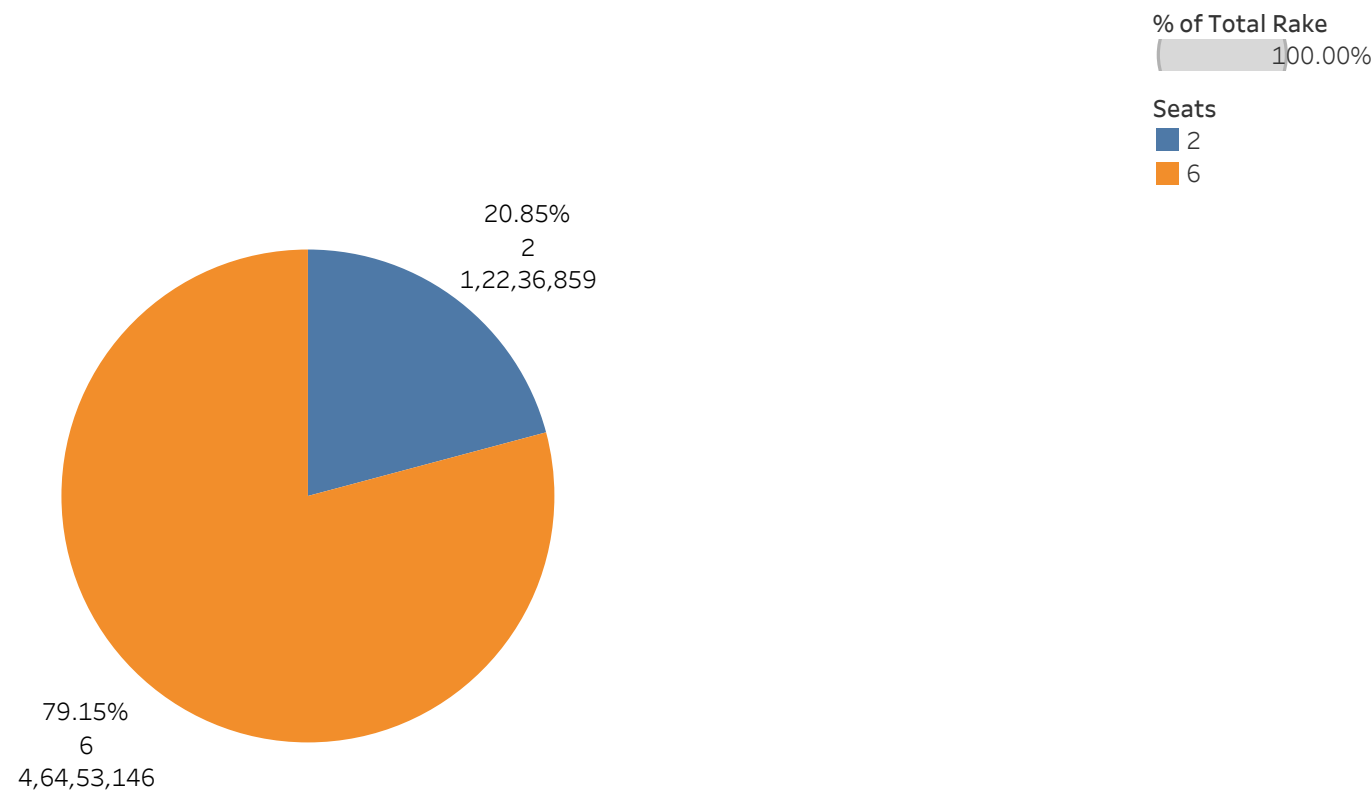
-->after 6 the amount hour is in increasing order but time between 1 to 6 is decreasing amount hour



Sum of Wager for each Hour Day. The marks are labeled by sum of Wager.



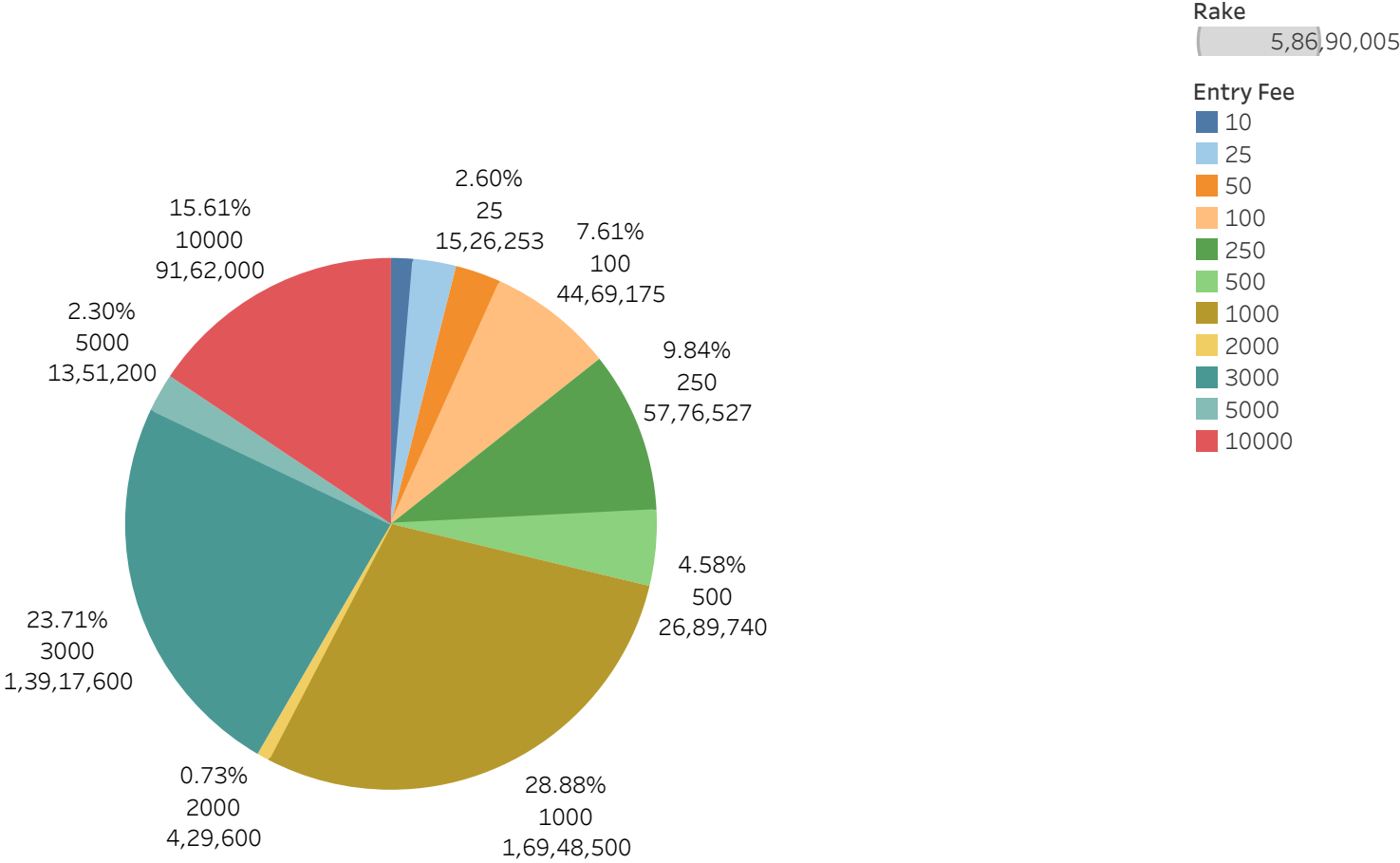
--> 6 Seater generating High Revenue than 2 Seater  
-->79.15% of Total Revenue is genereted by 6 seater  
Type of Table  
--> 2 seater  
-->6 seater



% of Total Rake, Seats and sum of Rake. Color shows details about Seats. Size shows % of Total Rake. The marks are labeled by % of Total Rake, Seats and sum of Rake.

Revenue Coming from Different Entry Fee

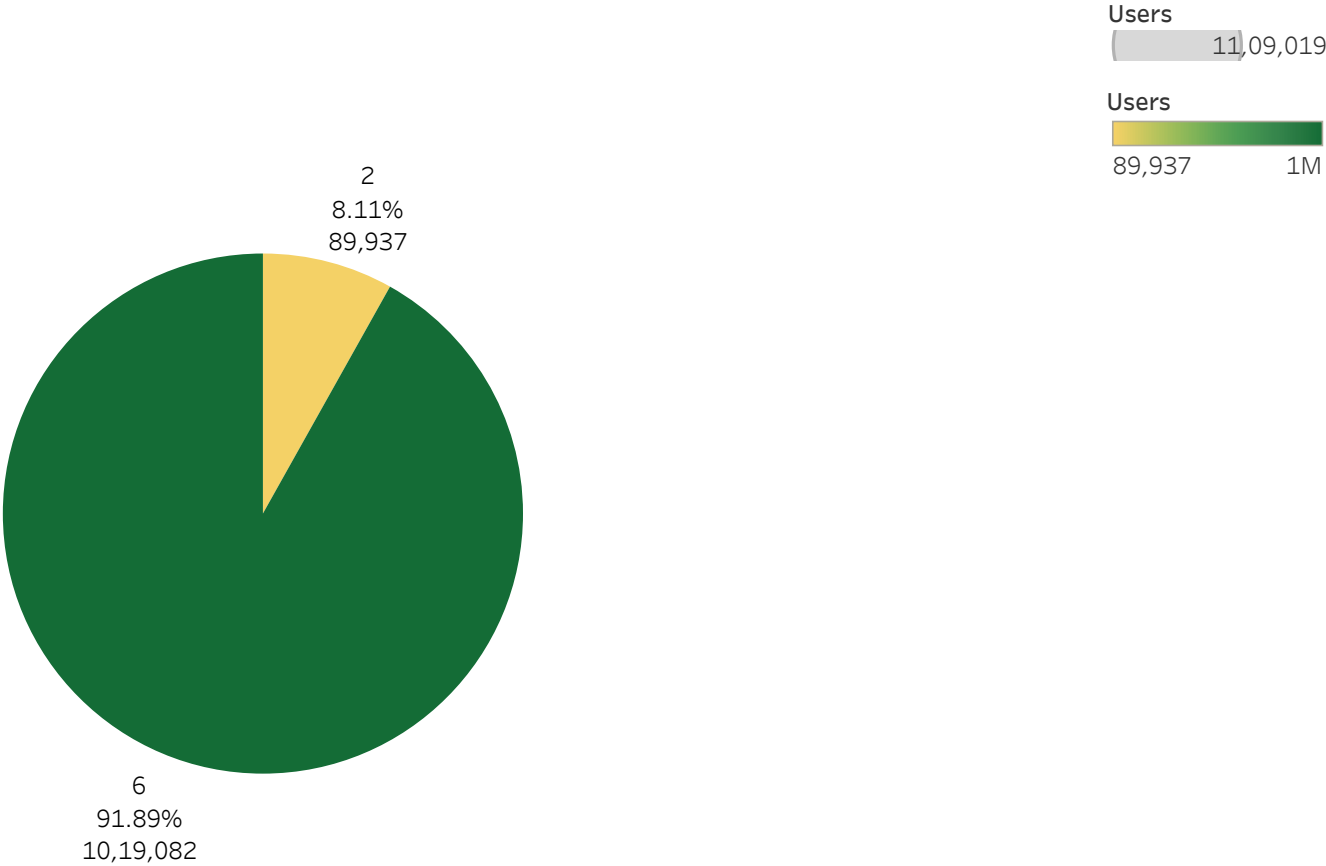
Three category of Entry Fee which generate 68.12% of total Revenue (1000,2000 and 10,000 )



% of Total Rake, Entry Fee and sum of Rake. Color shows details about Entry Fee. Size shows sum of Rake. The marks are labeled by % of Total Rake, Entry Fee and sum of Rake.

No. of Users on particular seat

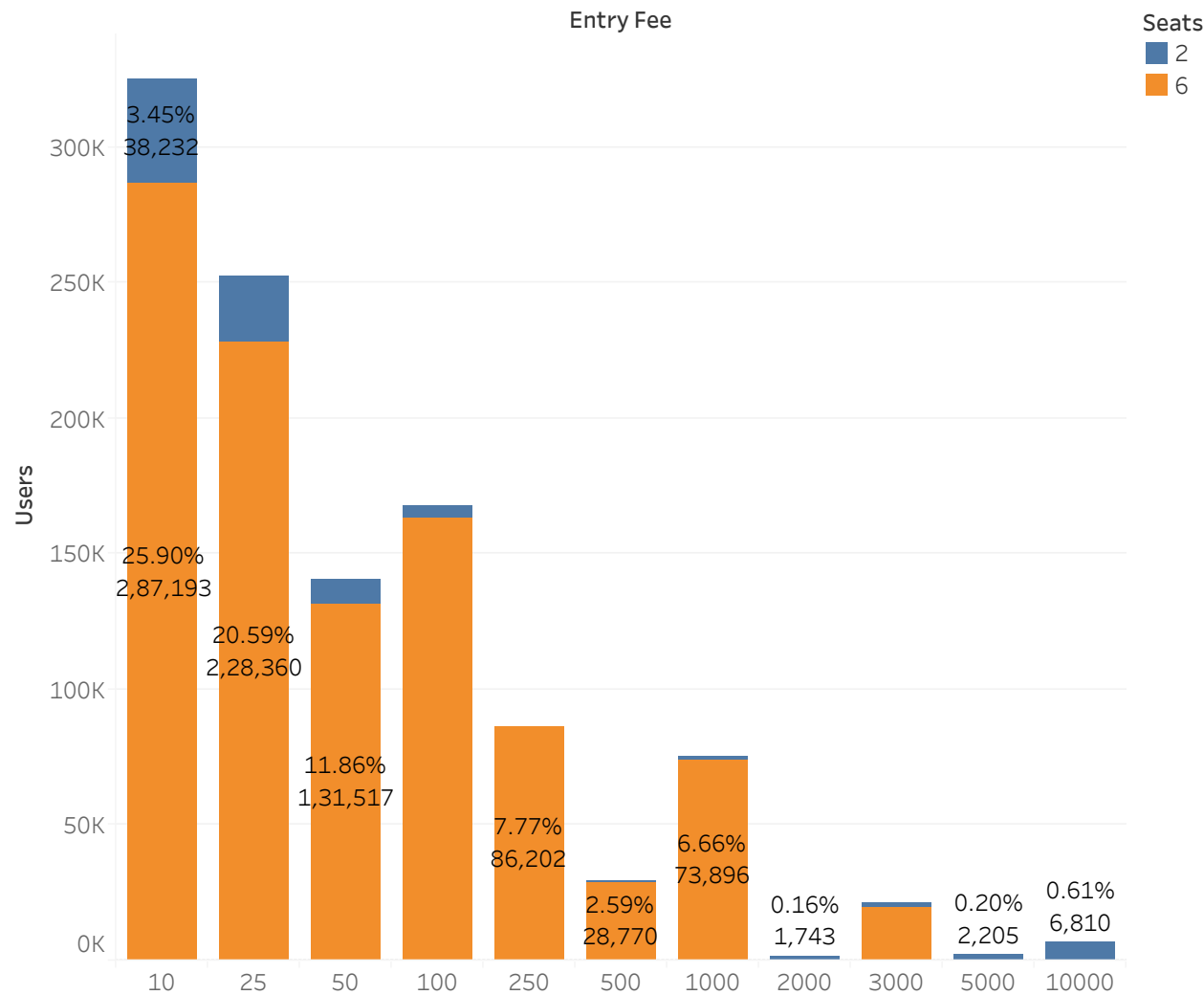
--> 91.89% of Total users playing on 6 seater table  
--> Only 8.11% users are playing on 2 seater table



Seats, % of Total Users and sum of Users. Color shows sum of Users. Size shows sum of Users. The marks are labeled by Seats, % of Total Users and sum of Users.

No. of Users on particular seat and particular entry fee

-->At 6-seater Table ,66.12% of the Users have Joined Entry Fee (<= 250Rs )  
--> At 2-seater Table ,Only 6.87% of the Users have Joined Entry Fee (<= 250Rs )

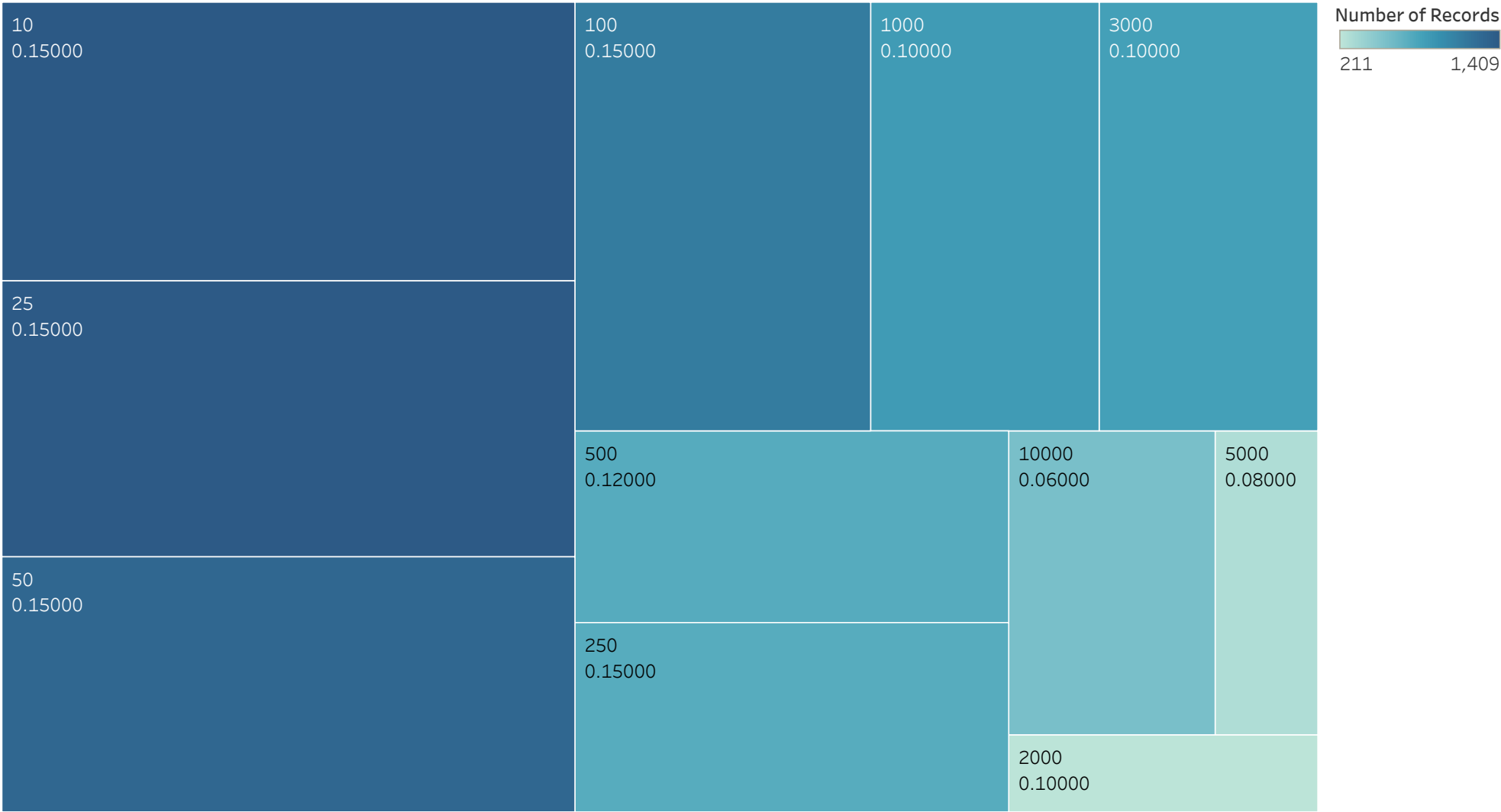


Sum of Users for each Entry Fee. Color shows details about Seats. The marks are labeled by % of Total Users and sum of Users.

Tree map

--> Constant Percentage of the company with different Entry Fee

--> Company getting 15% rake percent from most of the users



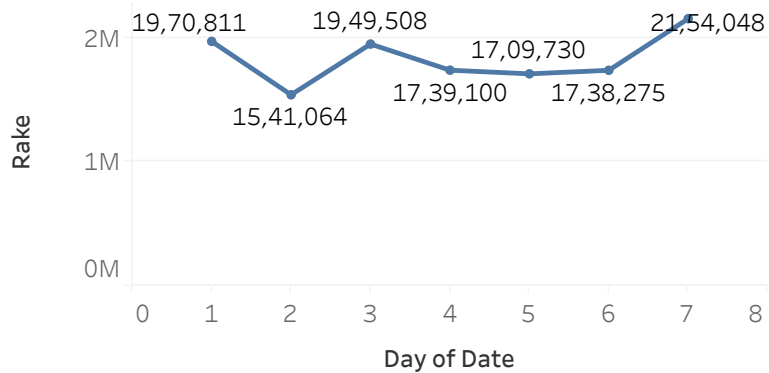
Entry Fee and Rake Percent. Color shows sum of Number of Records. Size shows sum of Number of Records. The marks are labeled by Entry Fee and Rake Percent.

## Revenue Comparison of Each Week

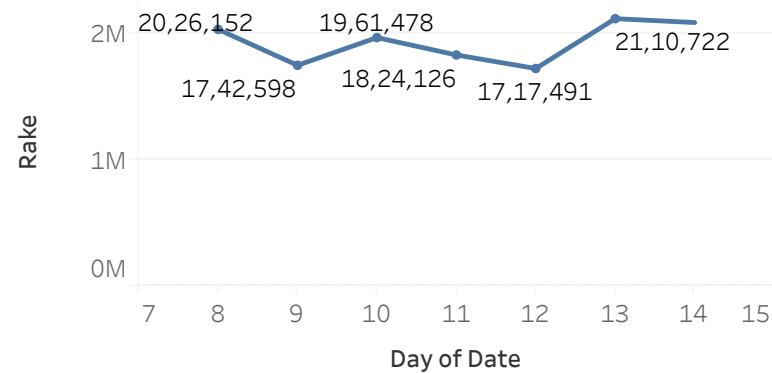
--> First Day and Last Day of 1st week and 2nd week has high revenue compare to other 5 days

--> First Day and Last Day of 3rd week and 4th week has low revenue compare to other 5 days

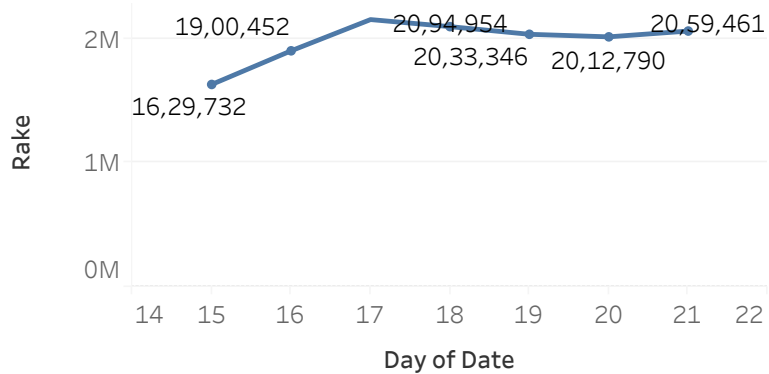
### 1st Week



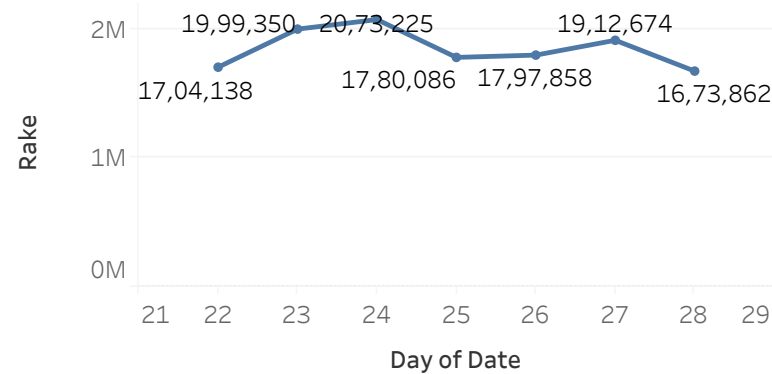
### 2nd Week



### 3rd Week

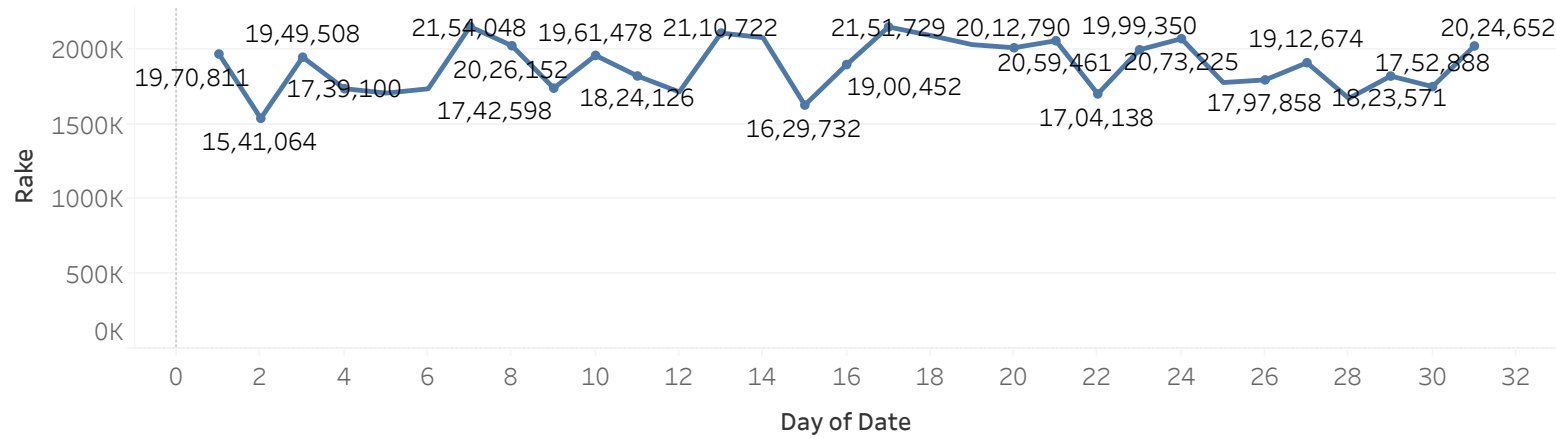


### 4th Week



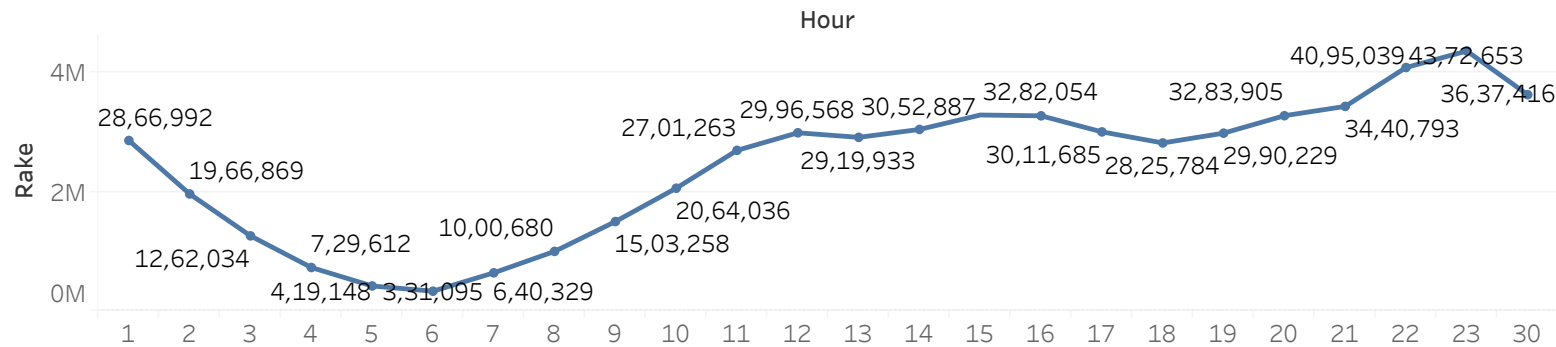
# Comparison of Daily Revenue and Hourly Revenue

## Daily Revenue Curve



## Hourly Revenue Curve

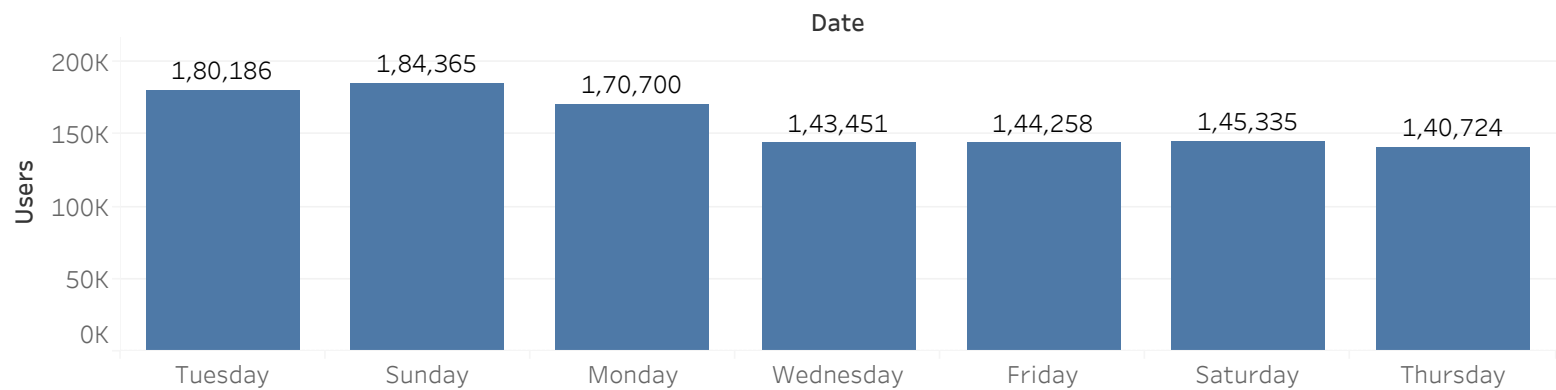
After 9 Am Revenue is almost increasing order



# Comparison of Users in Days of week and Daily Users

## Users in Days of week

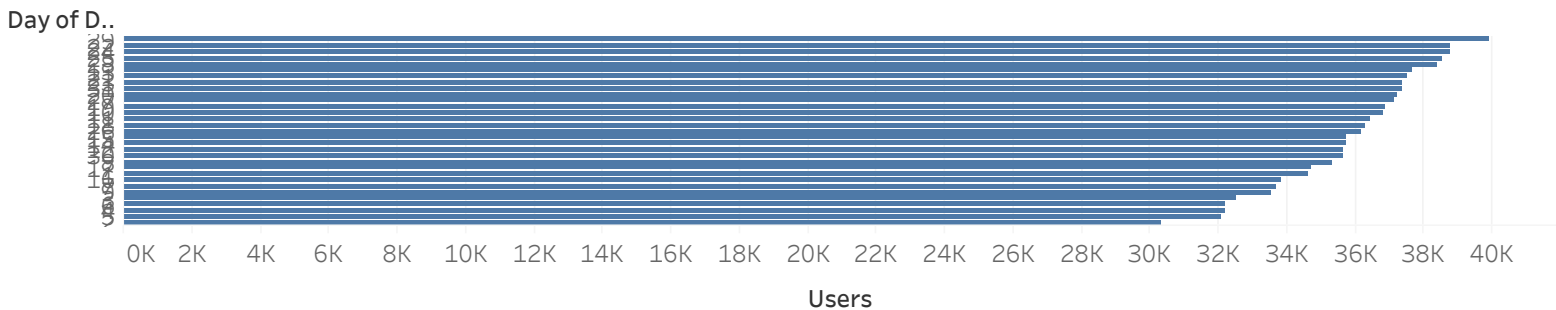
Users Playing more on First Three days of week than other days



## Daily unique users data

--> Most Users present in Last week

-->First week has less number of users compare to last week

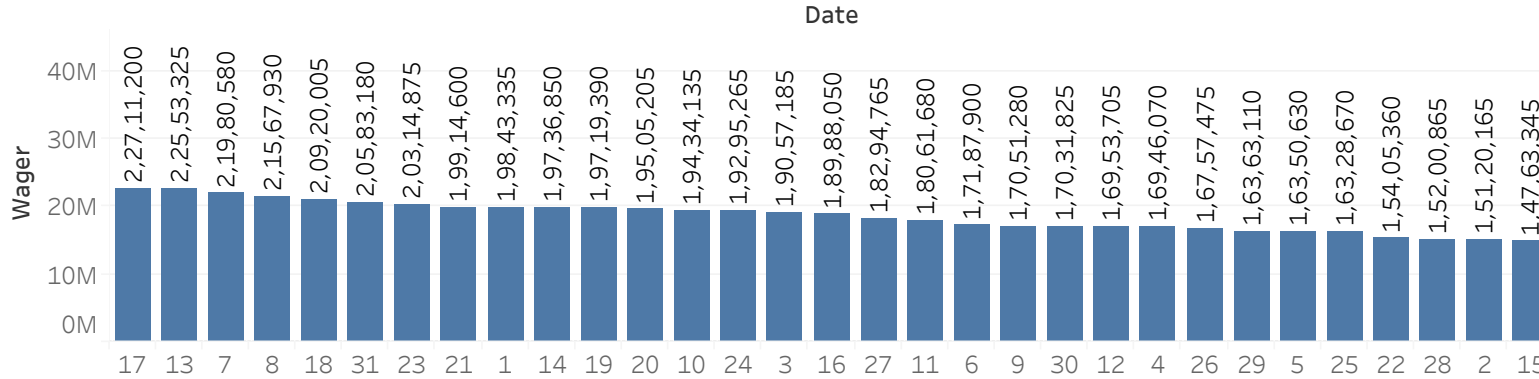




# Comparison of total Entry fee in Daily and hourly

## Daily Entry Fee payed

Total amount payed by users as entry fee to play games per Day

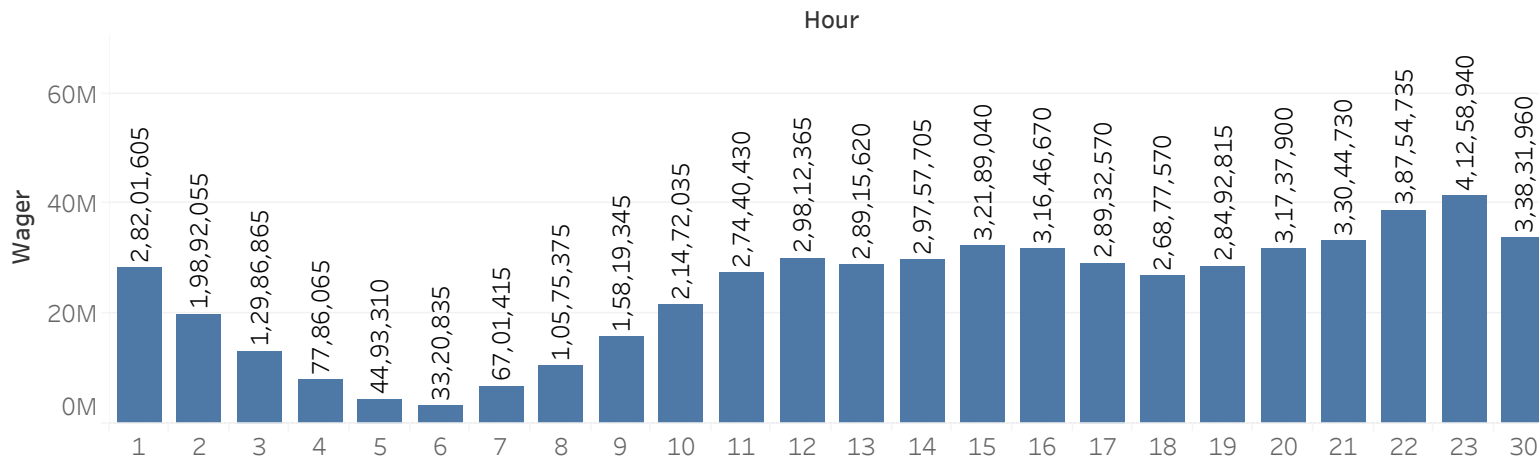


## Hourly Payed Entry fee

Total amount payed by users as entry fee to play games per Hour

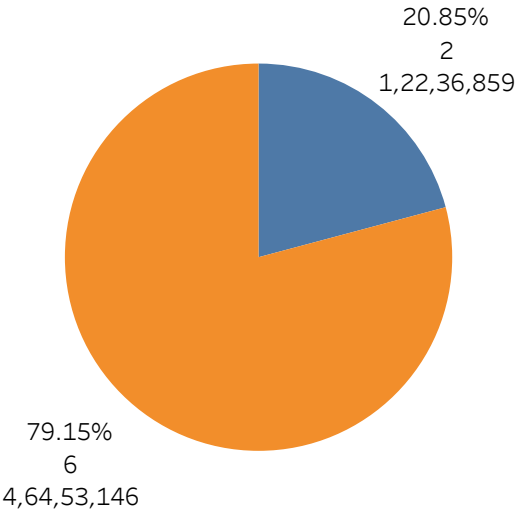
--> Minimum Amount hour is 6

-->after 6 the amount hour is in increasing order but time between 1 to 6 is decreasing amount hour

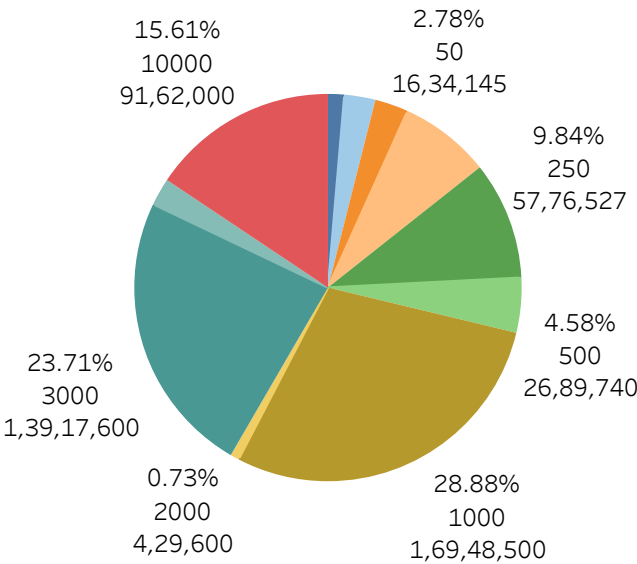


# Comparison of Revenue by Entry Fee and Seats

--> 6 Seater generating High Revenue than 2 Seater  
-->79.15% of Total Revenue is generated by 6 seater  
Type of Table  
--> 2 seater  
-->6 seater



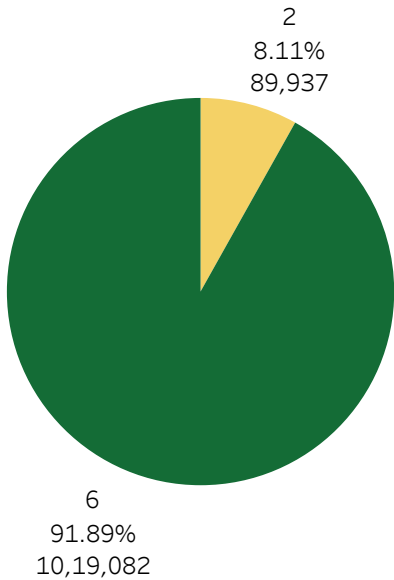
Revenue Coming from Different Entry Fee  
Three category of Entry Fee which generate 68.12% of total Revenue (1000,2000 and 10,000 )



# Comparison of users on different seat and different Entry Fee

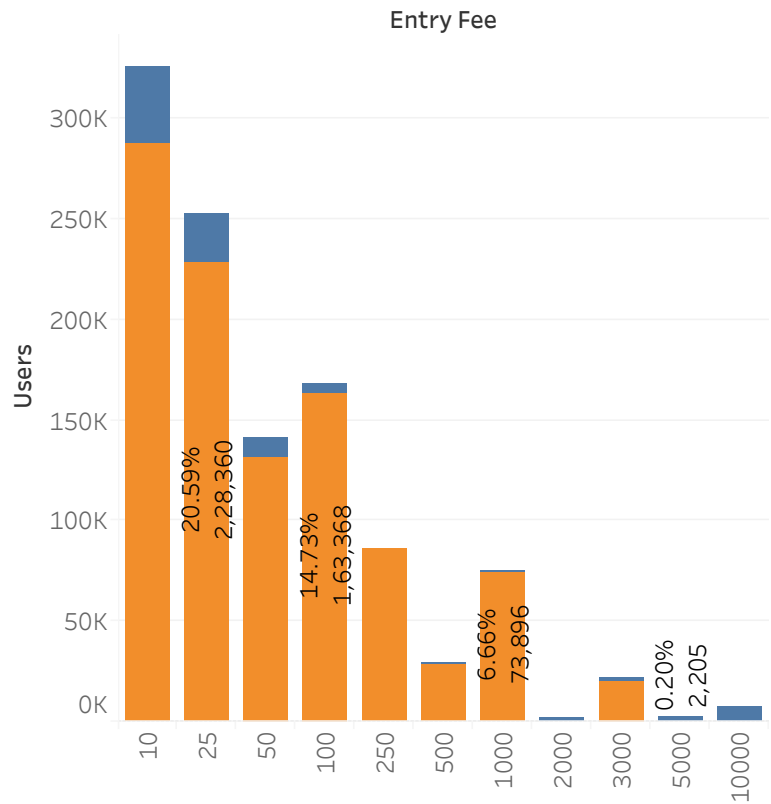
No. of Users on particular seat

--> 91.89% of Total users playing on 6 seater table  
--> Only 8.11% users are playing on 2 seater table



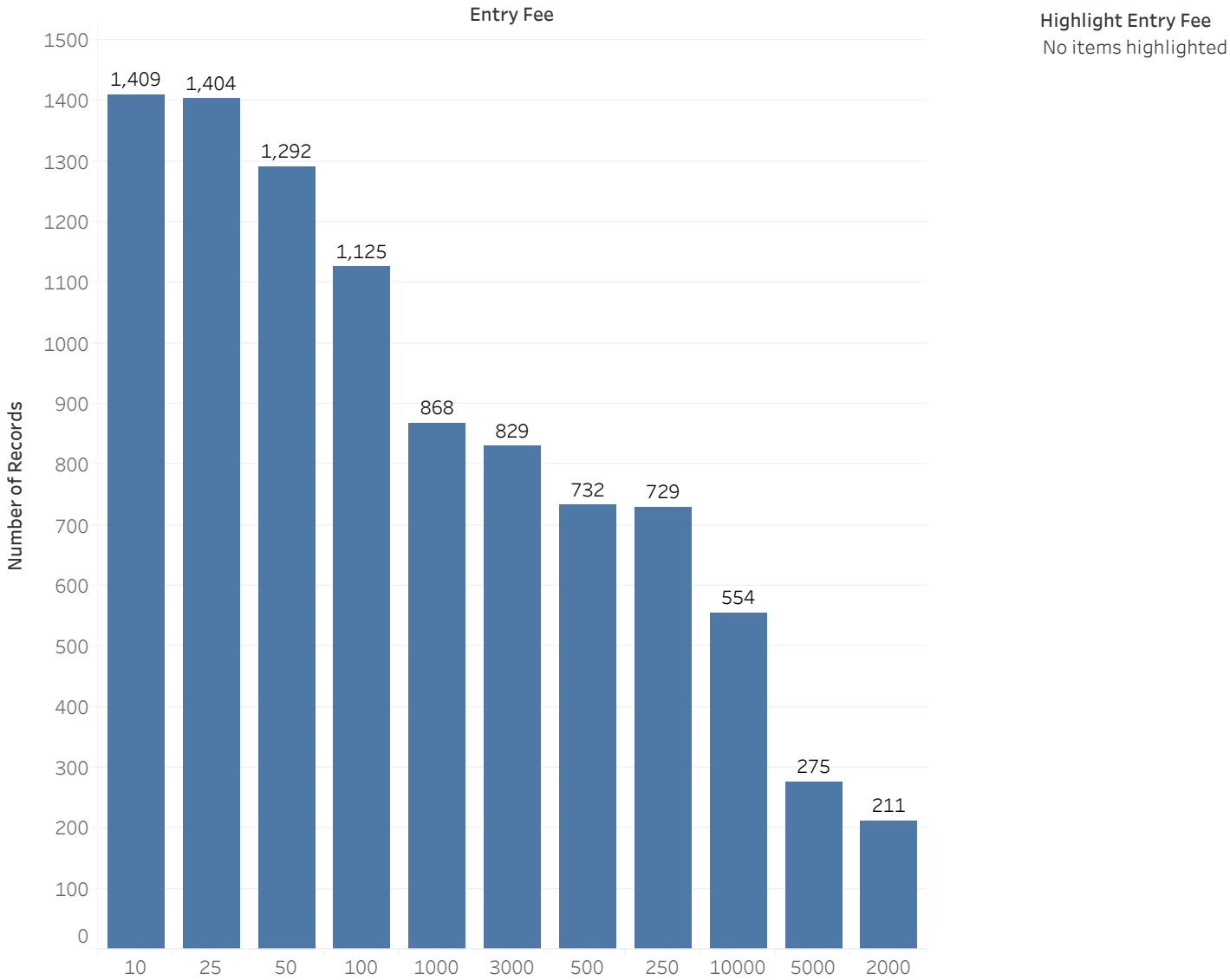
No. of Users on particular seat and particular entry fee

-->At 6-seater Table ,66.12% of the Users have Joined Entry Fee ( $\leq 250Rs$ )  
--> At 2-seater Table ,Only 6.87% of the Users have Joined Entry Fee ( $\leq 250Rs$ )



# Recomendation

**Recommendations:**  
--> Scope of user engagement" We should target people with low income with advertisements, email marketing, etc.  
--> We can introduce more games with Rs. 10,25,50,100 price bracket since most of the times users pays entry fees.



## Recomendation:

### Increase Engagement Score:

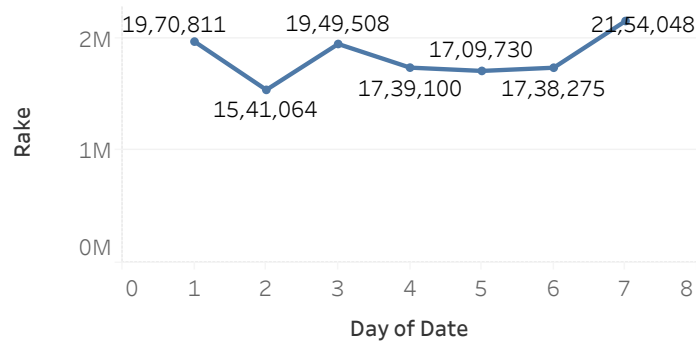
We can introduce rewards (like lives, tokens, etc) to the players to complete the game. It would reduce the number of players leaving the game in the middle.

## Revenue Comparison of Each Week

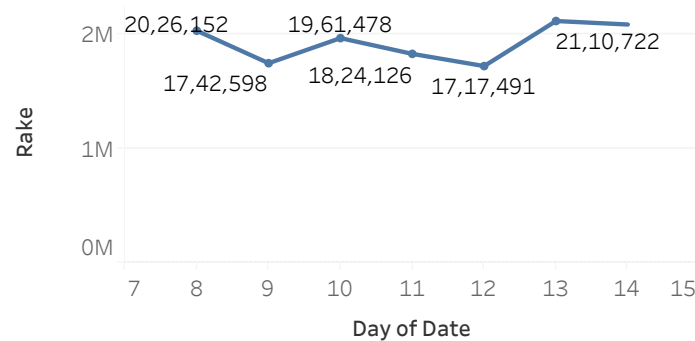
--> First Day and Last Day of 1st week and 2nd week has high revenue compare to other 5 days

--> First Day and Last Day of 3rd week and 4th week has low revenue compare to other 5 days

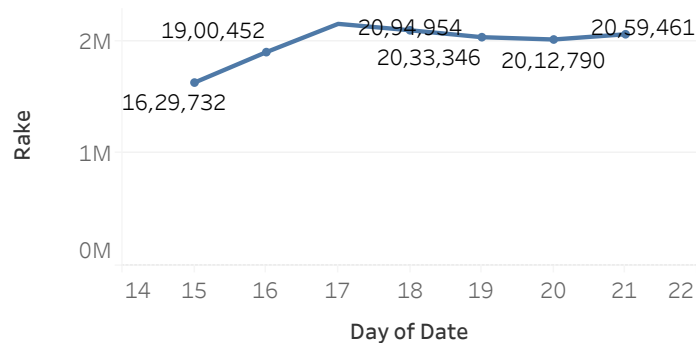
### 1st Week



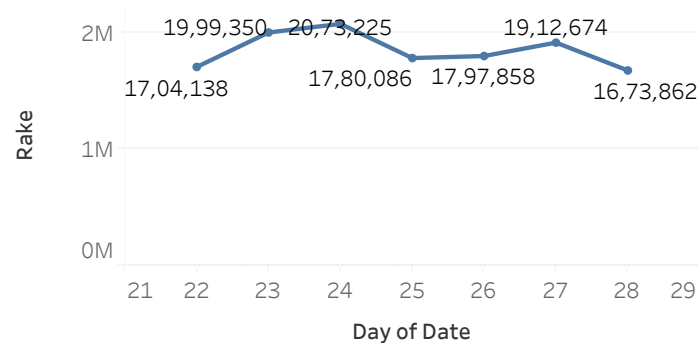
### 2nd Week



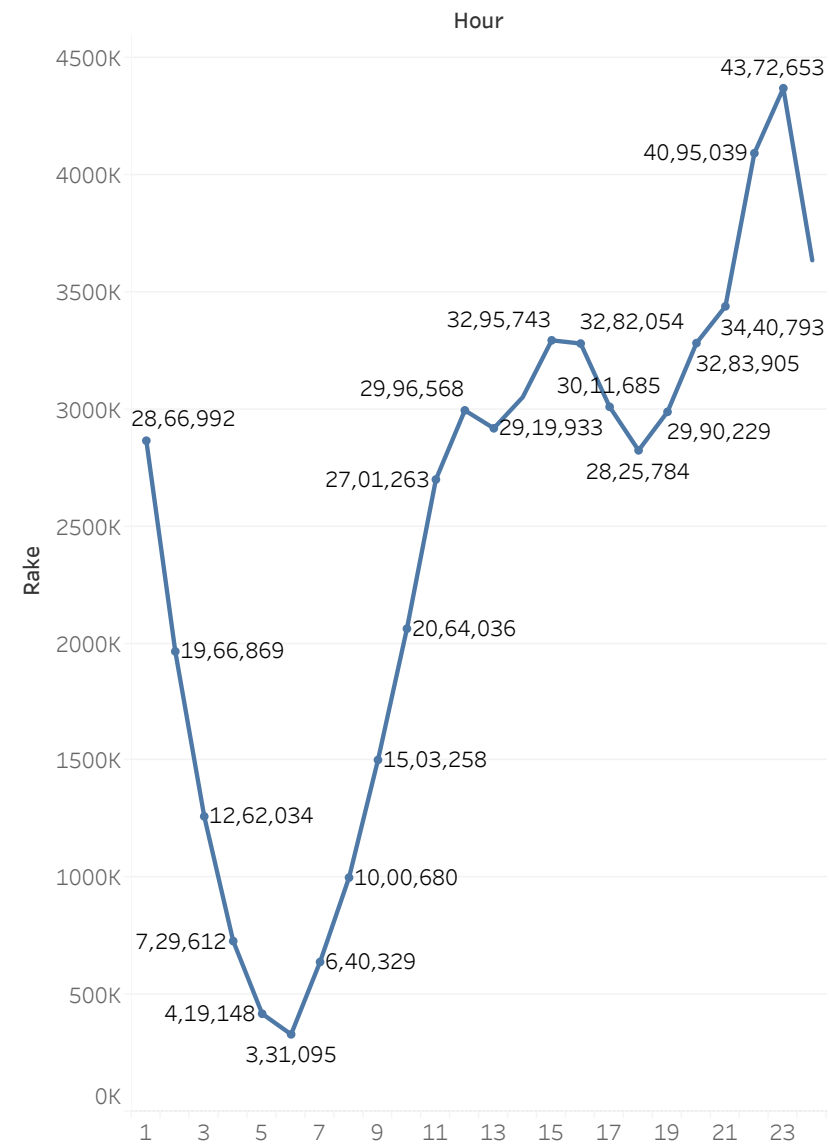
### 3rd Week



### 4th Week

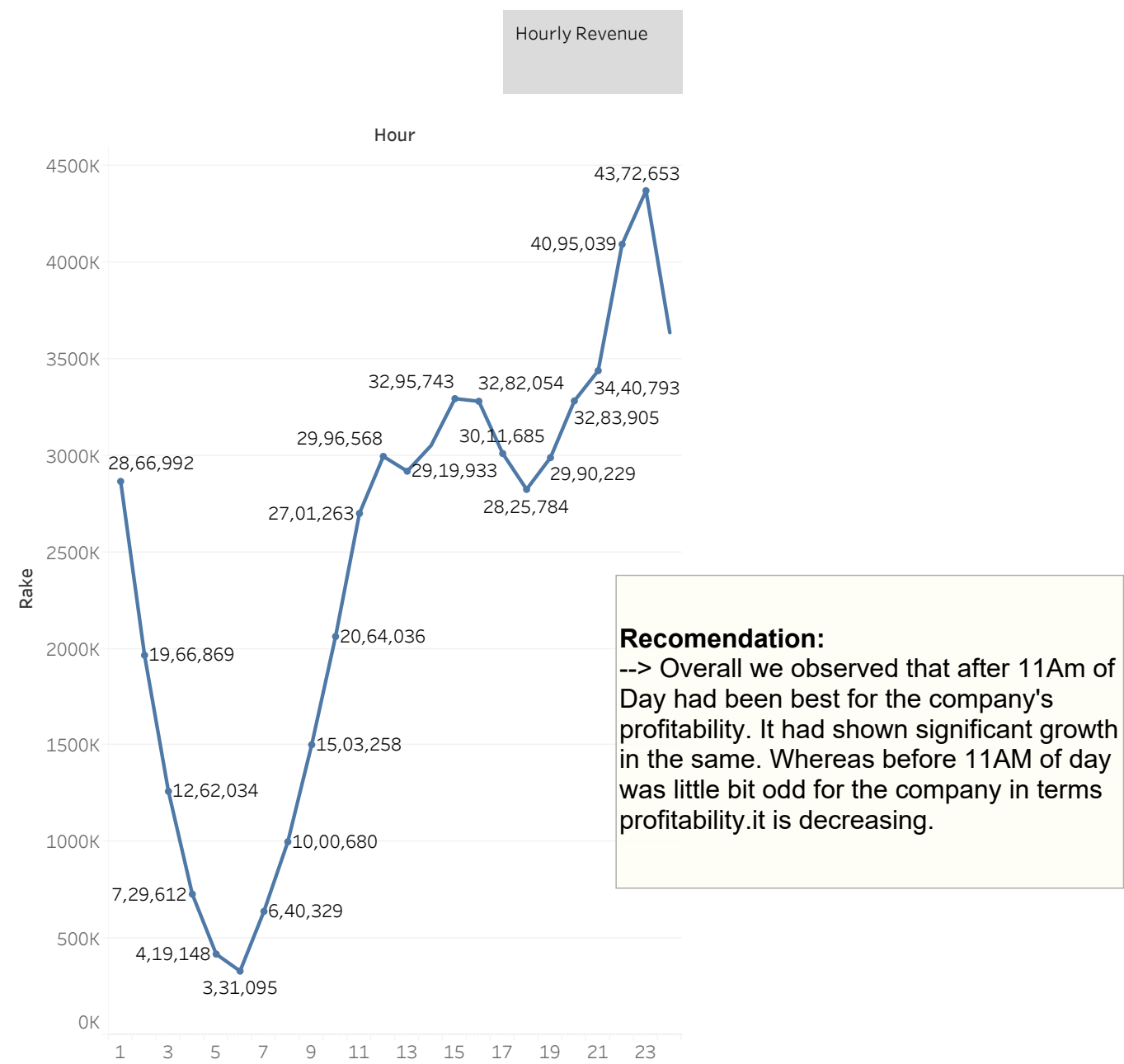


# Recomend-3



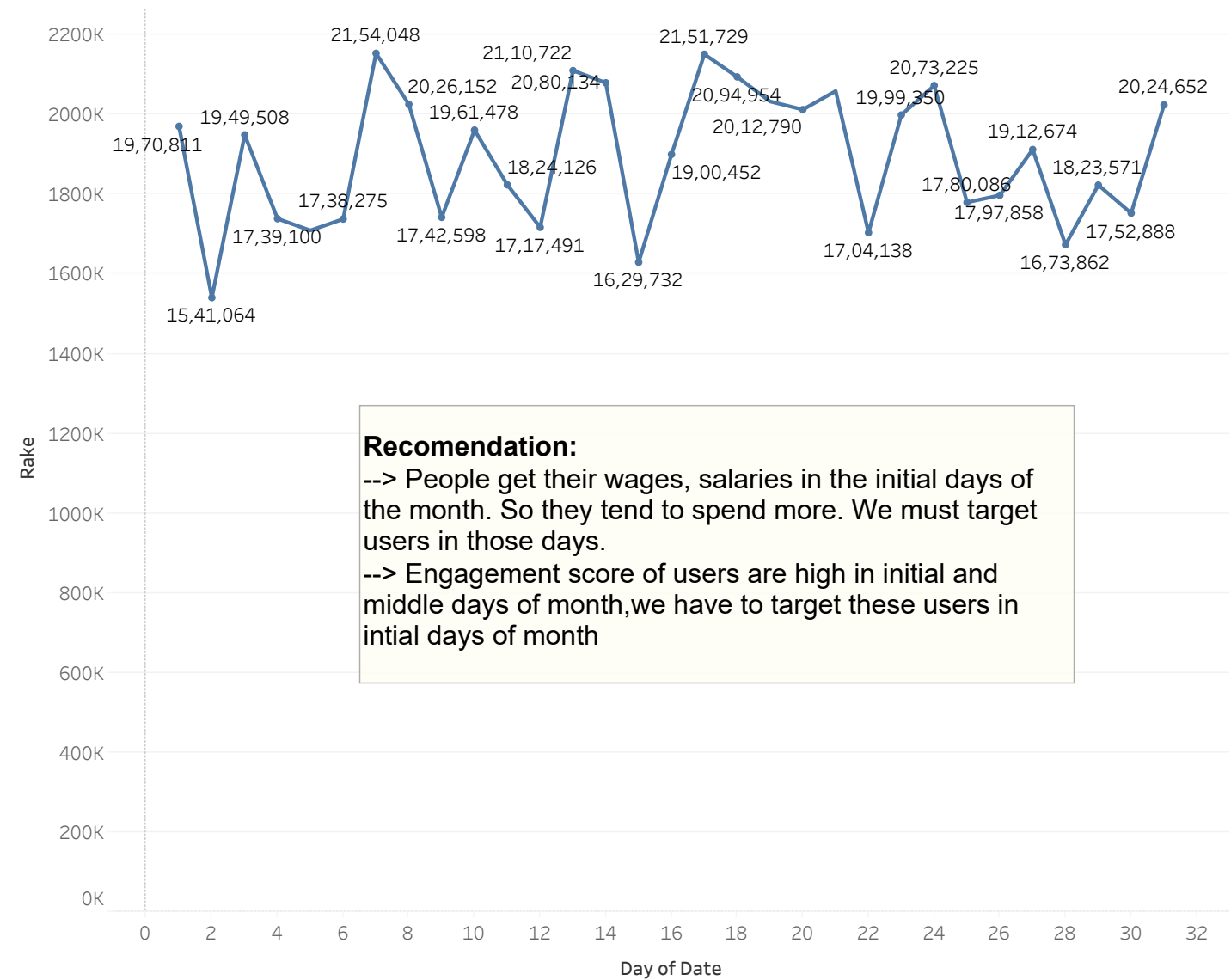
**Recomendation:**  
We can increase marketing, sales offer, discounts in those Hours which has high Engagement score.

# Recomendation



# Recomendation for profitability

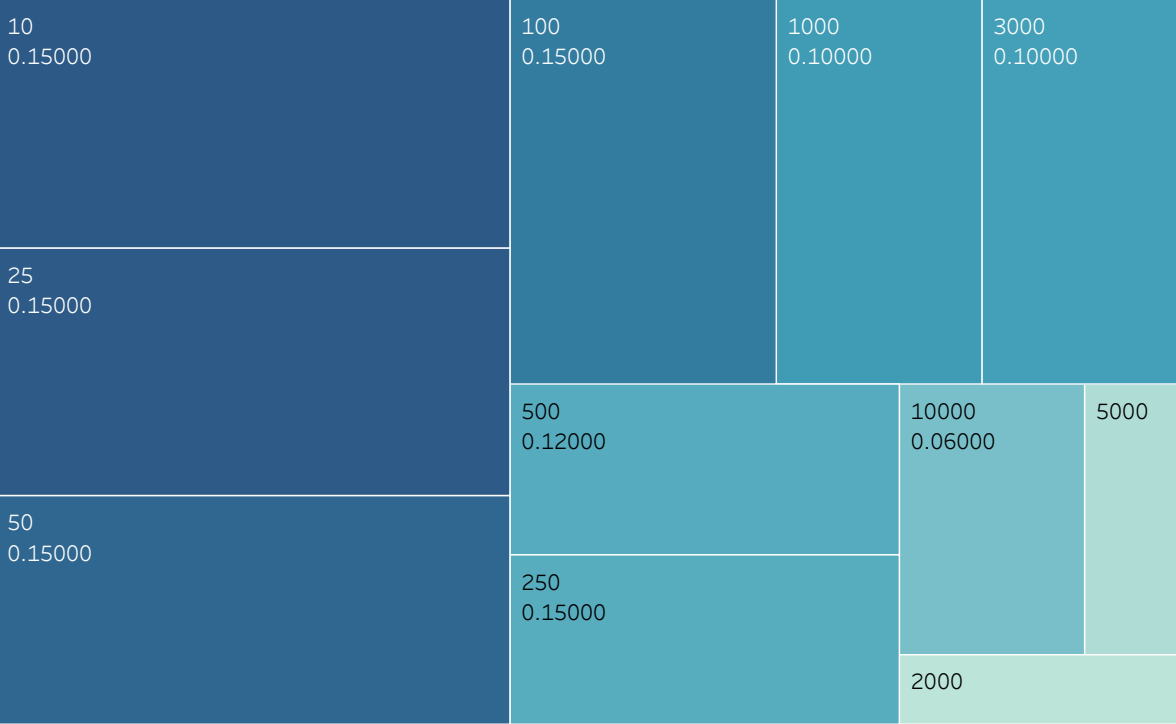
Profitability





Recomend-6

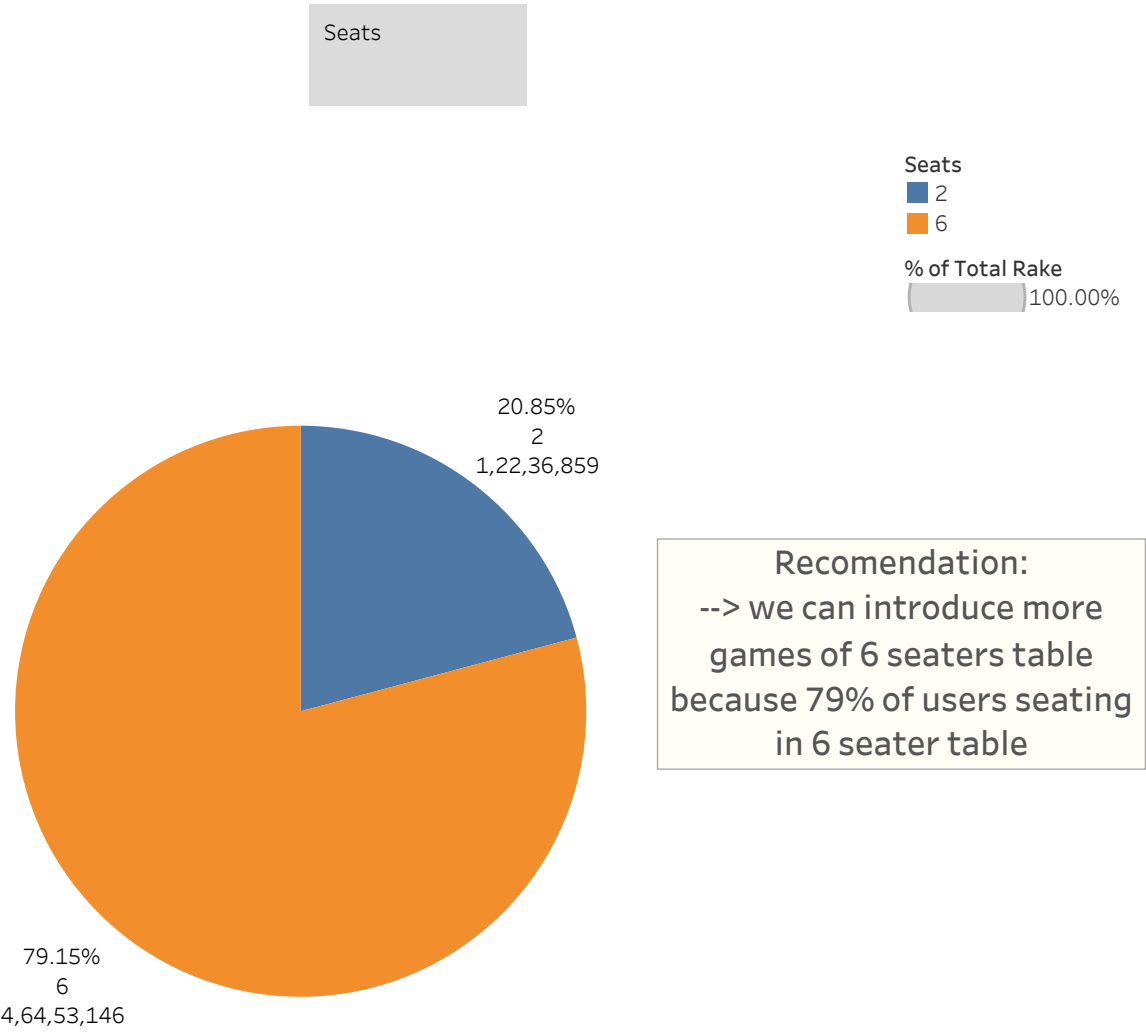
Rake percent



Number of Records  
211 1,409

Recomendation  
--> Company can  
also small  
increase in Rake  
percent 15% to  
20%

# Recomendation

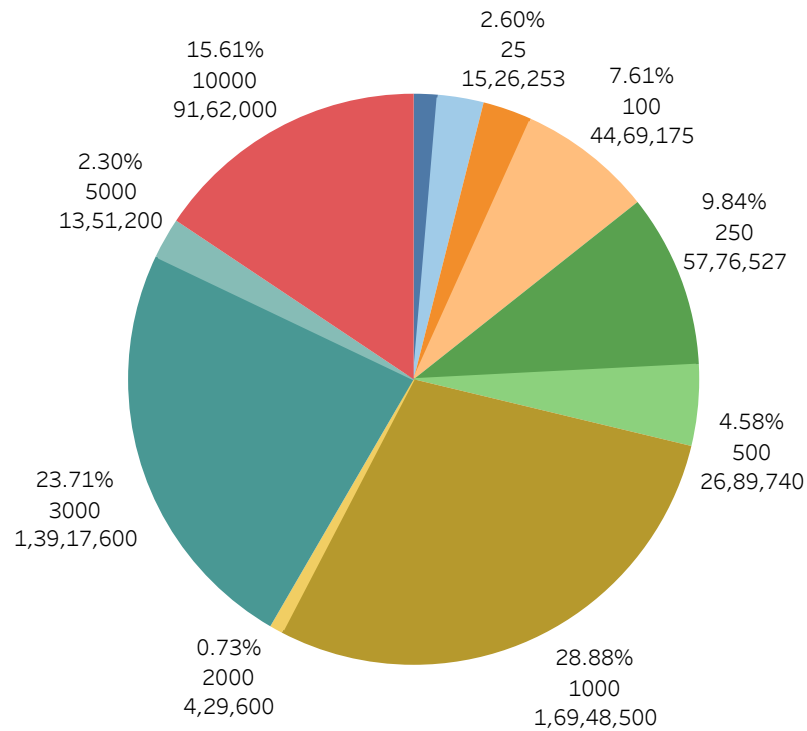


Recomendation:

--> **We can increase marketing, offer, discounts to those users who are participated in less revenue category of entry fee**

--> **Convert less Revenue generator user to high revenue generator user**

Revenue by entry fee



Entry Fee

10  
25  
50  
100  
250  
500  
1000  
2000  
3000  
5000  
10000

Rake

5,86,90,005