GloBox - Introducing a new banner

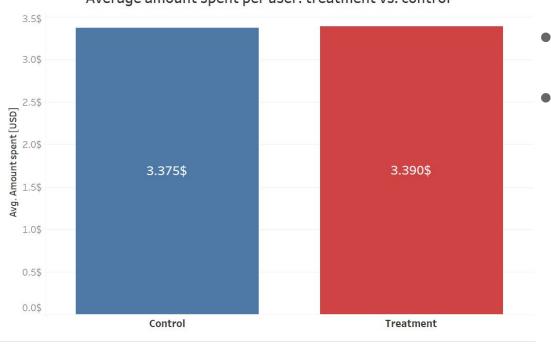




- Goal: increase revenue.
- Revenue is tested by measuring the average amount spent per user.
- A/B tested with 4.9k users for 13 days.

Recommendation: do not launch

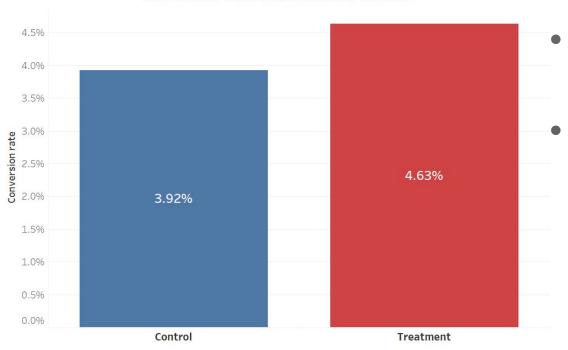




- No strong evidence for increased revenue.
- Insignificant difference in the average amount spent per user between the groups.

The banner improved the conversion rate

Conversion rate: treatment vs. control

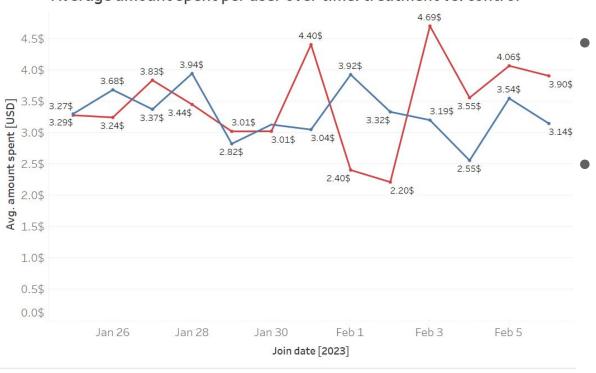


A sufficiently strong evidence for a higher conversion rate was observed.

Will it make more purchases in the future?

Fluctuating patterns in average amount spent over time

Average amount spent per user over time: treatment vs. control



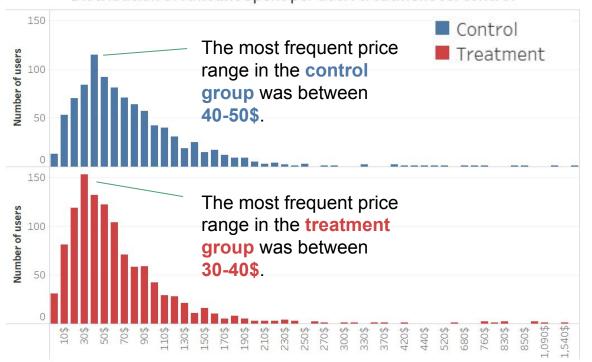
Average spending per user in the treatment group shows no consistent growth during the experiment period.

Introducing the current banner doesn't yield the expected revenue increase per user.

ControlTreatment

Increased occurrence of lower-cost purchases





- Within the treatment group, more frequent transactions comprised lower-cost products compared to the control group.
- Despite an enhanced conversion rate, there is no meaningful revenue disparity between the groups.

What is the point of more users making a purchase, if it doesn't lead to more revenue?

 We should only be comfortable launching the banner if it leads to a significant increase in revenue per user.

Recommendation: Transitioning to a profit-driven banner

- Action Implementing a shift to higher-priced, profitable category for the banner
- Assumption Anticipating enhanced revenue per user metric (Built on increased conversion rate findings from current experiment)
- Test Recommence experiment iteration with the updated banner approach