

Effectiveness of WhatsApp Business Ads for high-end Streetwear

Team: Madhumitha Sriram Fahad Alsubaie Raiymbek Ordabayev Olimpia Borgohain Rohit Devanaboina

SIX SQUAD

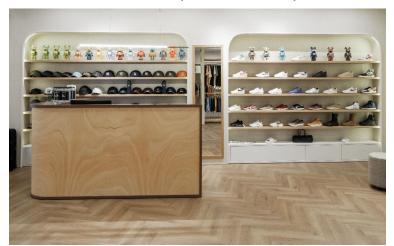
Introduction to Six Squad

- Fast-growing sneaker & streetwear business based in Kazakhstan
- Founded December 2022 (15 months)
- 2 brick-and-mortar stores + website
- \$1 Million in Revenue till date

Store #1 (FORUM)



Store #2 (Dostyk Plaza)



Introduction to Experiment

What:

- Evaluate effectiveness of WhatsApp bot marketing messages
- Analyze consumer response to standard vs. 'nudge' messages



How:

- A WhatsApp Ads experiment with a control & 2 treatment groups
- Analyzing data on click rates, conversion rates, and purchase propensity

Benefits:

- Marketing recommendation (Is it worth it?)
- Improve message effectiveness



Experiment Design

Objective

- Test the effectiveness of Ads and Nudges
- Products Nike Air Force 1 '07 sneakers
 - 2 variants black/white, white/black
- Target 1,549 members in loyalty program







Experiment Design

Tools that were used to conduct an Experiment:

- Six Squad's Microsoft SQL Server (to extract loyalty program and sales data)
- gupshup.io (to create WhatsApp message templates)
- vk.cc (to count click rate)







Experiment Design:

Unit of Randomization:

- Member-ID (member level)
- Blocking based on past transactions and net sales, to make sure that each arm are the same in term of past transactions and net sales.

Outcomes:

- Click Through Rate
- Total Transactions
- Quantity (of Items)
- Conversions (for promoted products)
- Net Sales (cart value)
- Purchase Propensity (at least 1 purchase)

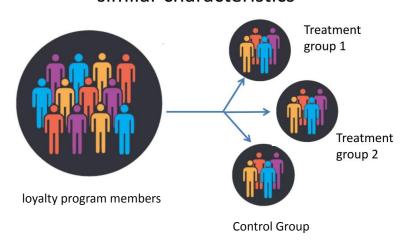


Experiment Design:

Treatment Arms:

- Control Group:
 - No promotional message
- Treatment Arm 1 (Status Quo Ad):
 - Received Six Squad's standard WhatsApp message
- Treatment Arm 2 (Nudge-Based Ad):
 - Received nudge-based advertisement, w/ video

Randomization creates groups with similar characteristics



Experiment Design: Standard AD

Message:





Translation:

Dear friends, members of SIX SQUAD CLUB!

The classic Air Force 1 is in stock now!

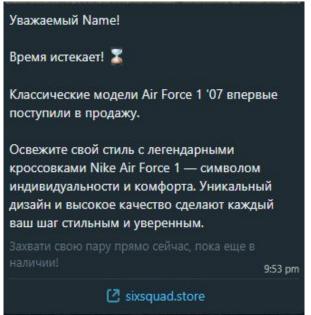
Refresh your style with the iconic Nike Air Force 1, a symbol of individuality and comfort. Unique design and high quality will make every step you take stylish and confident.

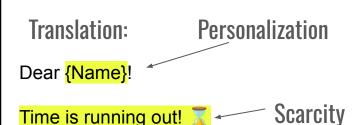
Shopping center Dostyk Plaza, 2nd floor | FORUM shopping center, 3rd floor

Experiment Design: Nudge Treatment

Message:







The classic Air Force 1 '07 is now

available for the first time. Scarcity

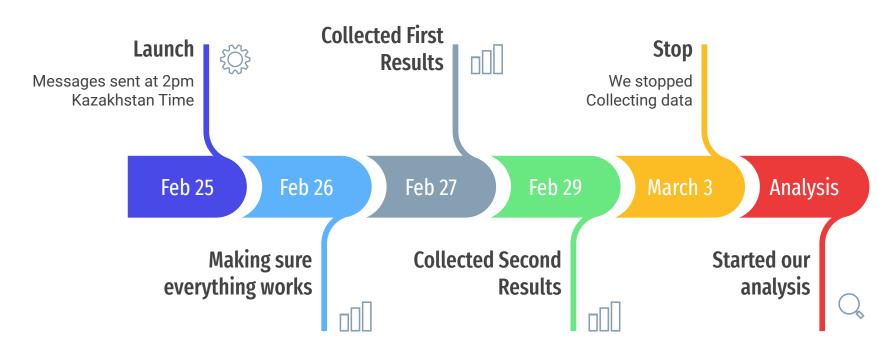
Refresh your style with the iconic Nike Air Force 1, a symbol of individuality and comfort. Unique design and high quality will make every step you take stylish and confident.

Grab your pair now while supplies last!

Scarcity

Launch

1 week results (from Sunday to Sunday)



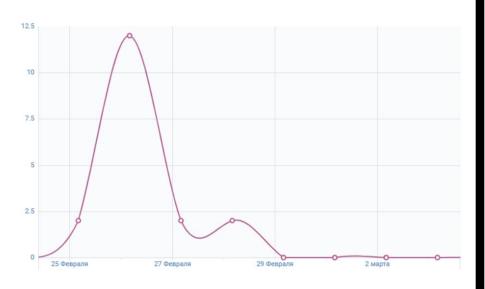


Randomization Checks

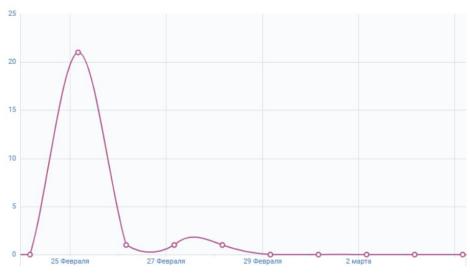
P-values	Control	Standard Ad	Nudge Ad	Outcome
Proportions Test	1	1	1	Randomization was successful
Balance Test Past Transactions	0.513	0.773	0.720	Balancing was successful
Balance Test Past Sales	0.737	0.737	0.972	

Click Rate

Standard Ad: ~4% Click Rate (21)



Nudge Ad: ~5.5% Click Rate (28)



Click Rate - Regression

Click Rate - Standard Ad vs Nudge Ad			
2	Dependent variable: click		
	Click Rate		
Intercept	0.04***		
	(0.02, 0.06)		
Treatment Effect	0.01		
	(-0.01, 0.04)		
Observations	1033		
Note:	*p<0.1; **p<0.05; ***p<0.01		

No Significant Effect

Conversions - Regression

Treatment Effect - Conversions

1	Dependent variable: Q("T	otal Conversions (post)")	
	Control vs Standard Ad Standard vs Nude		
	(1)	(2)	
Intercept	0.00***	0.00***	
	(0.00)	(0.00)	
Treatment Effect	0.00***	0.00***	
	(0.00)	(0.00)	
Observations	1032	1033	
Note:	*p	<0.1; **p<0.05; ***p<0.01	

No variance (so we drop)

Rest of the Outcomes - Control vs Standard Ad

Treatment Effects - Control vs Status Quo Ad

	Total Transactions Quantity Net Sales Purchase Proper			
	(1)	(2)	(3)	(4)
Treatment Effect	0.00	-0.01	-494.68	-0.00
	(0.01)	(0.02)	(1484.17)	(0.00)
Past Transactions	0.01	-0.00	-370.68	0.01
	(0.01)	(0.02)	(870.86)	(0.01)
Past Net Sales	0.00	0.00	0.01	0.00
	(0.00)	(0.00)	(0.01)	(0.00)
Observations	1032	1032	1032	1032
Note:			*p<0.1:	**p<0.05; ***p<0.01

No Significant Effect (Power = 5% to 15%)

Rest of the Outcomes - Standard Ad vs Nudge Ad

Treatment Effects - Status Quo Ad vs Nudge Ad

	Total Transactions Quantity Net Sales Purchase Propensit				
	(1)	(2)	(3)	(4)	
Treatment Effect	0.01	0.00	795.38	0.01	
	(0.01)	(0.02)	(1076.92)	(0.01)	
Past Transactions	0.01	-0.01	-518.79	0.01	
	(0.01)	(0.02)	(786.08)	(0.01)	
Past Net Sales	-0.00	0.00	0.01	-0.00	
	(0.00)	(0.00)	(0.01)	(0.00)	
Observations	1033	1033	1033	1033	
Note:			*p<0.1; *	*p<0.05; ****p<0.01	

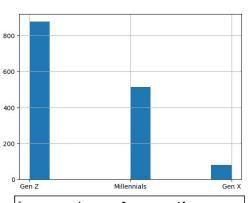
No Significant Effect
(Power = 8% to 74%)

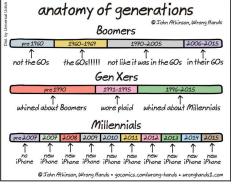
(Power = 8% to 74%)

Heterogeneous Treatment Effect

Treatment Effect with Generations

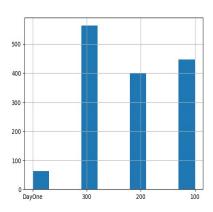
	Sales		Quantity		Pro	Propensity	
	Control vs Treatment arm 1	Treatment Arm1 vs Treatment Arm 2	Control vs Treatment arm 1	Treatment Arm1 vs Treatment Arm 2	Control vs Treatment arm 1	Treatment Arm1 vs Treatment Arm 2	
[Generation[T.Gen X]	41973.707	25854.692	0.433	0.707	0.034	0.12	
	(49942.637)	(26756.806)	(0.697)	(0.708)	(0.083)	(0.119)	
Generation[T.Millennials]	2841.341	-8403.285	0.052	-0.108	0.023	-0.047	
	(1639.163)	(5177.696)	(0.034)	(0.060)	(0.018)	(0.030)	
Intercept	-1047.782	1145.308	-0.007	0.013	0	0	
	(988.857)	(3427.654)	(0.012)	(0.033)	(0.008)	(0.019)	
treatment_group	1150.171	53.626	0.01	0	0.003	0.003	
	(972.781)	(1329.441)	(0.010)	(0.013)	(0.006)	(0.008)	
treatment_group:Genera tion[T.Gen X]	-17113.134	-9053.626	-0.104	-0.24	0	-0.043	
	(26133.264)	(8944.797)	(0.404)	(0.236)	(0.054)	(0.040)	
treatment_group:Genera tion[T.Millennials]	-2046.95	3575.362	-0.033	0.047	-0.015	0.02	
	(1171.988)	(2352.093)	(0.019)	(0.028)	(0.010)	(0.014)	





Treatment Effect with Days since Registered in the Loyalty Program

	Sales		Quantity		Propensity	
		Treatment Arm1 vs Treatment	Control vs Treatment	Treatment Arm1 vs Treatment	Control vs Treatment	Treatment Arm1 vs Treatment
	Control vs Treatment arm 1	Arm 2	arm 1	Arm 2	arm 1	Arm 2
Days_since_grp[T.200]	-3556.598	-5569.835	-0.032	-0.01	0.021	-0.012
	(8655.519)	(8239.589)	(0.121)	(0.090)	(0.030)	(0.046)
Days since grp[T.300]	-7227.231	1766.275	-0.126	0.117	-0.016	0.022
	(8548.573)	(8191.599)	(0.117)	(0.128)	(0.020)	(0.045)
Days_since_grp[T.DayO	· · · · · · · · · · · · · · · · · · ·					
ne]	-6036.755	-408.877	-0.094	0.033	-0.011	0.016
	(8465.032)	(7235.629)	(0.112)	(0.085)	(0.020)	(0.041)
Intercept	6036.755	408.877	0.094	-0.033	0.011	-0.016
	(8465.032)	(7235.629)	(0.112)	(0.085)	(0.020)	(0.041)
treatment group	-1744.072	1069.867	-0.033	0.03	0.002	0.015
	(4561.635)	(2874.791)	(0.059)	(0.036)	(0.013)	(0.017)
treatment group:Days s						
ince_grp[T.200]	503.994	1510.612	0.002	-0.009	-0.017	-0.001
	(4650.142)	(3485.477)	(0.063)	(0.039)	(0.017)	(0.020)
treatment group:Days s						
ince_grp[T.300]	2934.548	-1562.205	0.065	-0.057	0.004	-0.015
	(4714.853)	(3189.773)	(0.067)	(0.048)	(0.014)	(0.019)
treatment_group:Days_s						
ince_grp[T.DayOne]	1744.072	-1069.867	0.033	-0.03	-0.002	-0.015
	(4561.635)	(2874.791)	(0.059)	(0.036)	(0.013)	(0.017)





vector**Stock**

VectorStock.com/45954

Business Recommendations

Business Recommendations

- Focus marketing spend to attract new customers, not loyalty members
- Try personalising ads by customer segment
- Keep conducting more experiments





Challenges & Future Work

Power of Experiment:

- Need more customers to increase the power of experiment
 - ~30,000 customers for 80% power

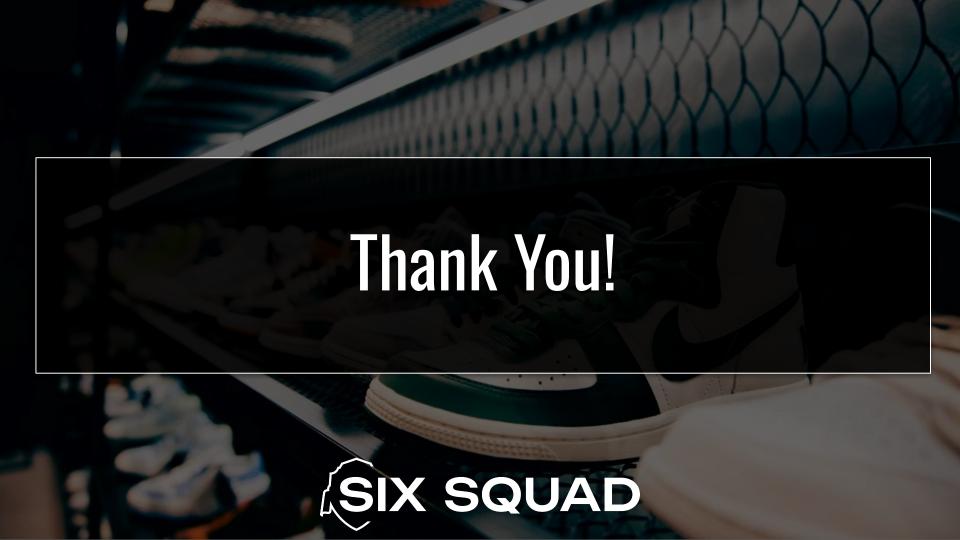
High-end products:

• Since, it is a high end product conversion rate is less

Duration of Measurement:

At least one month, to account for short-term fluctuations









Fixed Effects Model - Control vs Standard Ad

Fixed Effect Model - Control vs Standard Ad						
	Transactions	Quantity	Net Sales	Purchase Propensity		
Treatment Effect	-0.000 (0.003)	-0.006 (0.019)	-556.843 (1417.712)	-0.000 (0.003)		
Past Purchase Propensity	X	Х	X	Х		
Day of Week	×	X	×	×		
Observations	1032					

No Significant Effect

No Significant changes

Fixed Effects Model - Standard Ad vs Nudge Ad

Fixed Effect Model - Standard Ad vs Nudge Ad						
	Transactions	Quantity	Net Sales	Purchase Propensity		
Treatment Effect	-0.005 (0.003)	-0.017 (0.009)	-533.770 (560.994)	-0.002 (0.002)		
Past Purchase Propensity	Х	х	X	Х		
Day of Week	X	X	X	X		
Observations	1033					