Course 3 Assignment

Predicting future outcomes

Damian Ferguson

20th April 2024

Background

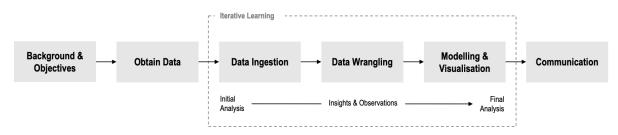
Turtle Games is a global manufacturer, retailer and reseller of its own and other companies' games and toys. The company collects sales and customer review data. It wants to use this data to support its' objective of growing sales.

Turtle Games has developed a set of questions rand objectives relating to:

- Customer engagement with loyalty points
- Creation of prediction models to provide insight into customer loyalty points
- Customer segmentation for targeted marketing campaigns
- Use of text-based reviews to inform marketing decisions

Turtle Games key metric is loyalty points.

Analytical approach



Data Ingestion

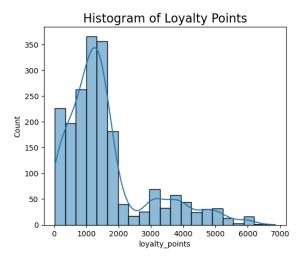
The data was imported from CSV files to a dataframes. Field names, data types and null values were checked; the dataframe head was inspected; descriptive statistics viewed; and value counts executed on categorical variables. The data was explored in tabular and graphical formats.

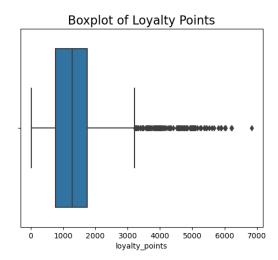
The data represents 2,000 product reviews. 200 different products are referenced, averaging 10 reviews per product (range = 8 to 13). There is no unique identifier of customer. Reviews may have been submitted by the same customer for different products. This may impact statistical analysis and normality of data.

Observations:

- 2000 rows, 11 columns (1 float, 4 integers, 6 objects)
- no null values
- 'spending score (1-100)' and 'remuneration (k£)' headings are non-standard
- language and platform hold single values
- first character of values in education column inconsistent case
- numeric product data represents categorical information; not a suitable continuous variable
- summary and review columns are text
- evidence of relationships between spending score, remuneration and age subgroups with loyalty points
- evidence of clustering between remuneration and spending score
- outliers only found in loyalty points which is right-skewed and appears non-normal

Loyalty Points Normality





Loyalty Points Tests for Normality: Skew = 1.4637 Kurtosis = 1.7088 Shapiro Wilk statistic = 0.8431 Shapiro Wilk p-value = 0.0

Loyalty points confirmed as not normally distributed:

- Shapiro Wilk test, p-value < 0.05
- right-skewed, skew = 1.46
- platykurtic, kurtosis = 1.70

No contextual evidence to justify removal of outliers. Five data transformations tested with outliers (Appendix A), none of these producing normal distributions. Transformations were repeated with outliers removed (Appendix B), none producing normal distributions. Decision to **proceed** 'at risk' using the original data:

- Non-normality may be underlying population characteristic
- Ensure model residuals are normal to mitigate
- Original data keeps modelling simple, allowing easy re-run of analysis with larger data sets in the future

Data Wrangling (Initial)

The following actions taken:

- language and platform columns deleted
- 'spending_score (1-100)' and 'remuneration (k£)' renamed
- values in education column updated to ensure first character is upper case
- new column age group created (Appendix C)

Further data wrangling was conducted during modelling and visualisation.

Modelling & Visualisation

Modelling Methods & Evaluation

Simple Linear Regression (SLR); Multiple Linear Regression (MLR); and Decision Tree Regressor (DTR) were used for **predictive modelling**. Each were trained / tested using 80%/20% split of the data. Models were evaluated using goodness of fit and normality of residuals.

For SLR and MLR models, p-values were checked for significance (< 0.05) and R² / R²_{Adj} used to evaluate goodness of fit. MLR models were checked for multicollinearity and homoscedasticity.

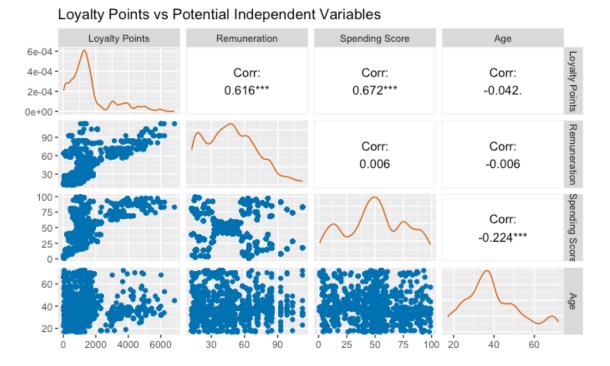
MSE and MAE were used to evaluate DTR goodness of fit. Feature importance, tree depth and samples per leaf were used to post-prune models.. Gender, education and age group were converted to numerical formats for DTR analysis.

K-Means was used for **cluster analysis**. Elbow and Silhouette methods determined optimal number of clusters. Most balanced cluster sizes and logical cluster distribution were used to select the best model.

WordClouds, polarity and subjectivity scores were used to **analyse sentiment**. Data was converted to lower case; punctuation removed; tokenised and stop words removed. Duplicate values were retained to provide a true depiction of sentiment.

Predictive Modelling (Overall)

Remuneration and spending score had significant correlations with loyalty points.



Seven models were evaluated: two SLR models, one MLR and four DTR (Appendix D and E). The best models are shown below.

		Model 3	Model 6	Model 7	
Туре		Multiple Linear Regression	Decision Tree Regressor	Decision Tree Regressor	
Dependent Variable (Y)		loyalty_points	loyalty_points	loyalty_points	
Independent Variables (X)		remuneration	remuneration	remuneration	
		spending_score	spending_score	spending_score	
Tree Depth		Not Applicable	2	3	
Number of Leaves		Not Applicable	4	6	
Min Samples per Leaf		Not Applicable	150	125	
Goodness of Fit	R ²	0.830	Not Applicable	Not Applicable	
Measures	MSE	300,944	272,344	153,560	
Medaules	MAE	430	377	294	
Residuals Plot		Bresiduals QQ Plot - Medici 3	Residuals QQ Rot - Model 6	flors ideath QQ Plot - Medical 7	
Evaluation		Recommended Model	Potential Model	Potential Model	
		Best combination of goodness of fit	Slightly better goodness of fit vs	Much better goodness of fit vs	
		and normallity of residuals	Model 3. Residuals concern at extremes.	Model 3. Residuals concern at extremes.	

Model 3 was selected as the best model. MSE and MAE were used to assess goodness of fit between MLR and DTR models. Normality of the residuals and model simplicity were also assessed. Multicollinearity and homoscedasticity were not present (Appendix F).

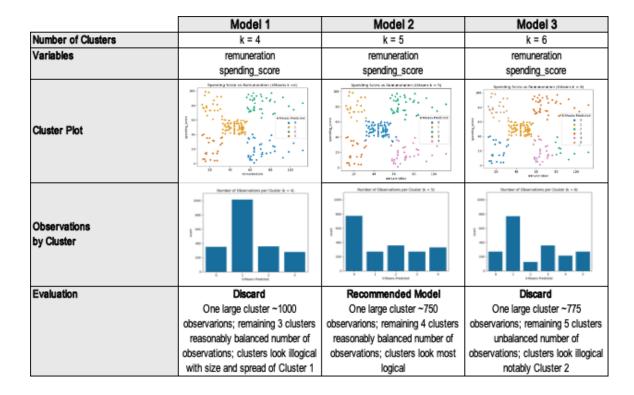
Regression equation is shown below with a table demonstrating the impact of increasing each independent variable by a value of 10 independently and combined.

Loyalty Points :		-1,700.32	+	34.33	Remuneration	+	32.64	Spending Score
------------------	--	-----------	---	-------	--------------	---	-------	----------------

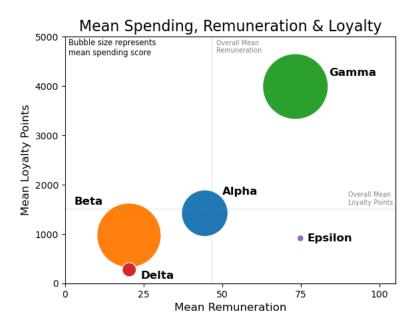
Remuneration		Spending Score		>>>	Loyalty Points	Impact
Baseline	48	Baseline	50	>>>	1,580	N/A
Baseline + 10	58	Baseline	50	>>>	1,923	343
Baseline	48	Baseline + 10	60	>>>	1,906	326
Baseline + 10	58	Baseline + 10	60	>>>	2,250	670

Cluster Analysis

Scatterplot of remuneration vs spending score indicated clustering. Three models were evaluated with 4, 5 and 6 clusters (Appendix G). The models are shown in the table below.



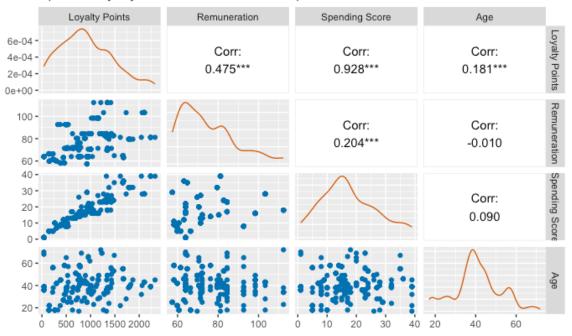
Model 2 was selected for further analysis. Clusters were given meaningful names. The relationship between clusters, loyalty points and spending score plotted.



The Epsilon cluster has high remuneration like Gamma, but the lowest spending score and lowest loyalty points of the clusters. Turtle Games cannot affect remuneration, but it can affect customer spend through marketing.

The Epsilon cluster was selected for predictive modelling due to high correlation between loyalty points and spending score.

Epsilon Loyalty Points vs Potential Independent Variables



Two models were evaluated.

		Model 1	Model 2	
Туре		Simple Linear Regression	Multiple Linear Regression	
Dependent Variable (Y)		loyalty_points	loyalty_points	
Independent Variables (X)	spending_score	spending_score remuneration	
Goodness of Fit	R ²	0.868	0.946	
Measures	MSE	50,359	17,472	
mcasul cs	MAE	161	92	
Residuals Plot		Epsilon Chaine SLP feelduis QQ Fee.	Epsilon Ouster MLR Residuels QQ Plat	
Evaluation		Discard	Recommended Model	
		Best combination of goodness of fit	Best combination of goodness of fit	
		and normaility of residuals	and normallity of residuals	

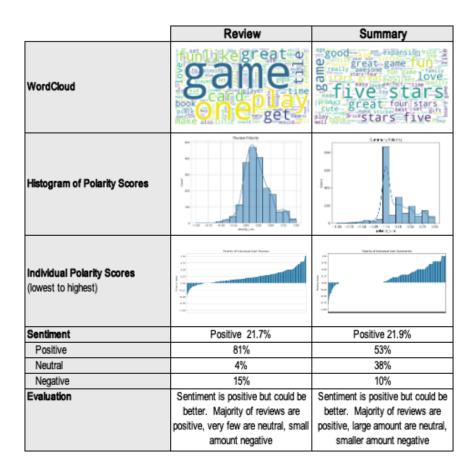
Model 2 was selected as the best model (Appendix H).

Regression equation is shown below with a table demonstrating the impact of increasing spending score in increments of 10 while holding remuneration constant.

Remuneration		Spending Score		>>>	Loyalty Points	Impact
Hold constant at	75	Increase in	10	>>>	549	NA
Epsilon mean	75	increments of 10	20	>>>	1,044	495
	75		30	>>>	1,539	495
	75		40	>>>	2,035	495
	75		50	>>>	2,530	495
	75		60	>>>	3,025	495
	75		70	>>>	3,520	495
	75		80	>>>	4,016	495
	75		90	>>>	4,511	495

Sentiment Analysis

Sentiment analysis was conducted on review and summary data using NLP methods. The results are displayed in the table below.



Review and summary demonstrate 22% positive sentiment. Review data is subjective at 52%, summary data is moderately subjectivity at 38%. This should be interpreted as an overall perspective. Further analysis is required with more product datal. No relationships were identified between sentiment scores and other variables.

Recommendations

Use the overall (general) predictive model for setting marketing targets and prioritising budget allocations.

Conduct A/B testing of marketing or discounting programs on the Epsilon cluster to increase spending score and loyalty points acquisition.

Replicate the Epsilon predictive modelling for other clusters. Identify other cause and effect relationships to increase spending score and acquisition of loyalty points.

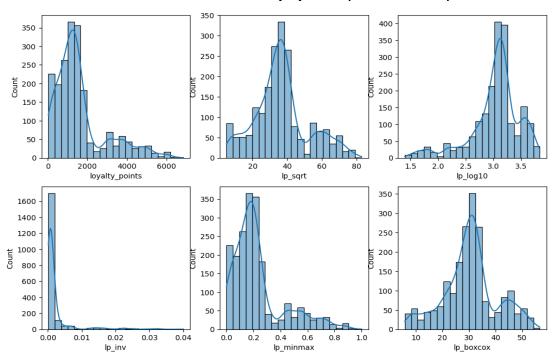
Gain access to a larger data set to improve predictive modelling and increase the amount of product related data enabling product level insights and actions to be developed.

Benchmark sentiment analysis against competitors. Is current sentiment being good enough? Does it need to be improved in a targeted or holistic way. Valuable insight could be gained on products, markets and competitors.

APPENDIX

A. Loyalty points transformations analysis including outliers.

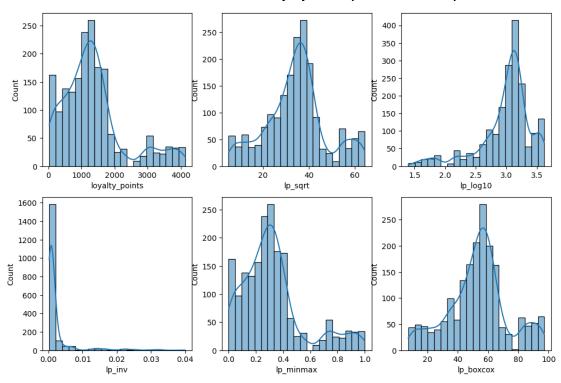




Baseline		Best Candidate Transformations				
Loyalty Points Untransfor	med	SQRT Transformation		Box Cox Transformation		
Shapiro Wilk p-value	1.24E-40	Shapiro Wilk p-value	8.62E-23	Shapiro Wilk p-value	2.35E-19	
Skew	1.4637	Skew	0.4543	Skew	0.0026	
Kurtosis	1.7088	Kurtosis	0.1439	Kurtosis	0.1230	

B. Loyalty points transformations analysis excluding outliers.





Baseline No Outliers		Best Candidate Transformations No Outliers					
Loyalty Points Untransformed		SQRT Transformation		Box Cox Transformation			
Shapiro Wilk p-value	1.49E-34	Shapiro Wilk p-value	1.22E-19	Shapiro Wilk p-value	1.69E-19		
Skew	1.1530	Skew	0.0857	Skew	-0.0240		
Kurtosis	1.0429	Kurtosis	0.0630	Kurtosis	0.0775		

C. Creation of new column age group

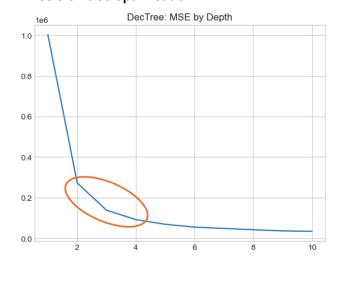
```
# Create a list of conditions.
conditions = [
   (reviews['age'] < 30),
    ( (reviews['age'] >= 30) & (reviews['age'] < 40) ),
    ( (reviews['age'] >= 40) & (reviews['age'] < 50) ),
    ( (reviews['age'] >= 50) & (reviews['age'] < 60) ),
    ( (reviews['age'] >= 60) & (reviews['age'] < 70) ),
    (reviews['age'] >= 70)
# Create a list of the values to assign for each condition.
values = ['30 & Below', '30-39', '40-49', '50-59', '60-69', '70 & Over']
# Create a new column and use np.select to assign values.
reviews['age_group'] = np.select(conditions, values)
# Check the change worked.
print(reviews['age_group'].value_counts())
reviews[['age', 'age_group']].sample(n = 5)
age_group
30-39
             730
30 & Below
           510
             360
40-49
50-59
             200
             140
60-69
70 & Over
             60
Name: count, dtype: int64
      age age_group
  21 27 30 & Below
1976
      57
               50-59
1040
              60-69
      67
1910
      67
              60-69
              40-49
 317 49
```

D. Evaluation of potential predictive models

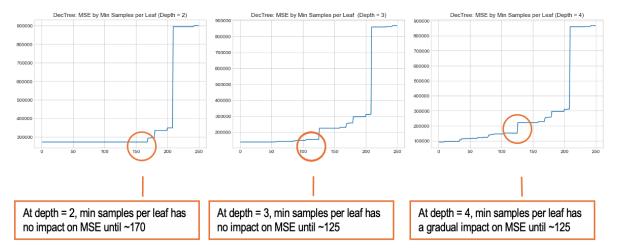
		Model 1	Model 2	Model 3	Model 4
Туре		Simple Linear Regression	Simple Linear Regression	Multiple Linear Regression	Decision Tree Regressor
Dependent Variable (Y)		loyalty_points	loyalty_points	loyalty_points	loyalty_points
Independent Variables (2	()	remuneration	spending_score	remuneration	remuneration
				spending_score	spending_score
					education_num
					age_group_num
					gender_Male
Tree Depth		Not Applicable	Not Applicable	Not Applicable	19
Number of Leaves		Not Applicable	Not Applicable	Not Applicable	538
Min Samples per Leaf		Not Applicable	Not Applicable	Not Applicable	1
Goodness of Fit	R ²	0.394	0.448	0.830	Not Applicable
Measures	MSE	1,106,064	865,342	300,944	8,664
mcasul cs	MAE	748	652	430	36
Residuals Plot		Residuals QQ Plat: Models 1	Residues Q2 Plat - Model 2	Residuals QQ Part - Model 3	Brasilianis QQ Plati - Modeli d
Evaluation		Discard Insufficient variation explained by the independent variabel	Discard Insufficient variation explained by the independent variabel	Recommended Model Best combination of goodness of fit and normallity of residuals	Discard Best goodness of fit. Residuals follow a pattern and not normal. Complex model, concern of overfitting.

		Model 5	Model 6	Model 7	
Туре		Decision Tree Regressor	Decision Tree Regressor	Decision Tree Regressor	
Dependent Variable (Y)		loyalty_points	oyalty_points loyalty_points		
Independent Variables (X)		remuneration spending_score	remuneration spending_score	remuneration spending_score	
Tree Depth		18 196	2 4	3	
		190	150	125	
Min Samples per Leaf					
Goodness of Fit	R ²	Not Applicable	Not Applicable	Not Applicable	
Measures	MSE	26,098	272,344	153,560	
	MAE	83	377	294	
Residuals Plot		Revisitable QO Plet - Morbel 5	Residuals QQ Plet - Model 6	Revillab QO Plot - Mobil T	
Evaluation		Discard Second best goodness of fit. Residuals follow a pattern and not normal. Complex model, concern of overfitting.	Potential Model Slightly better goodness of fit vs Model 3. Residuals concern at extremes.	Potential Model Much better goodness of fit vs Model 3. Residuals concern a extremes.	

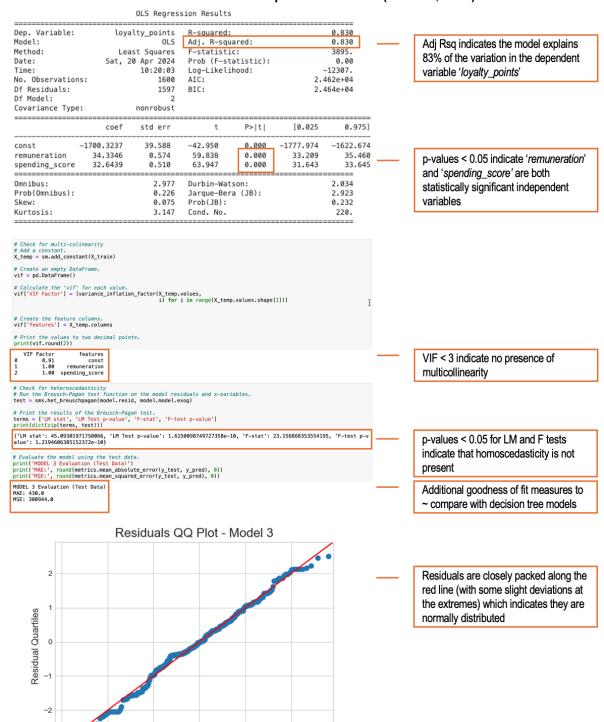
E. Decision tree optimisation



Decision tree depth of 2-4 levels is optimal as there is minimal gain after 4.

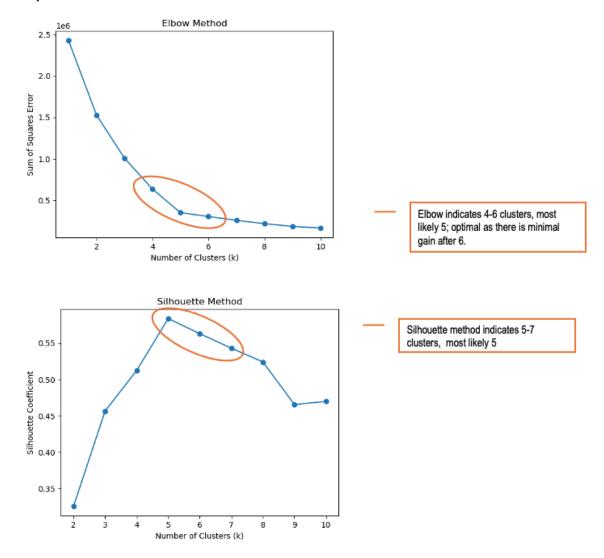


F. Evaluation of the recommended overall predictive model (Model 3, MLR)

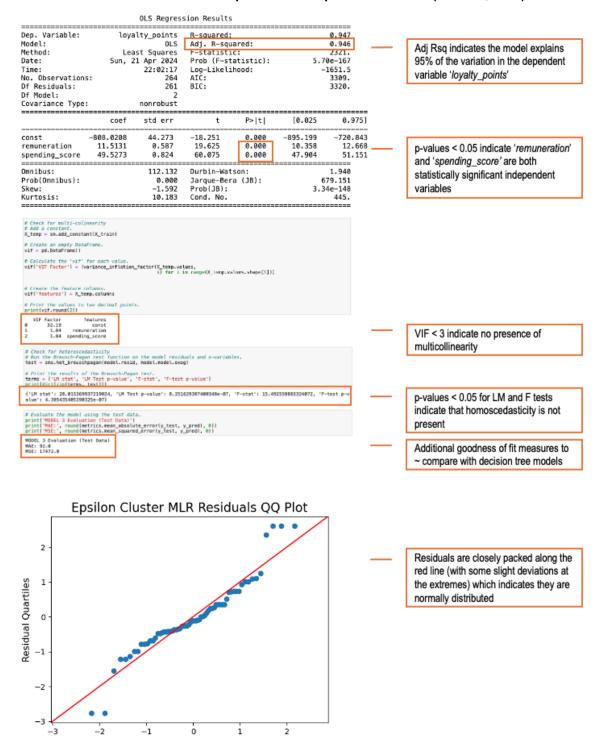


Normal Quartiles

G. Optimal cluster size for K-Means



H. Evaluation of the recommended Epsilon cluster predictive model (Model 3, MLR)



Normal Quartiles