

★ MATIKS USER DATA ANALYSIS

Country All

Device Type

Game Mode

All









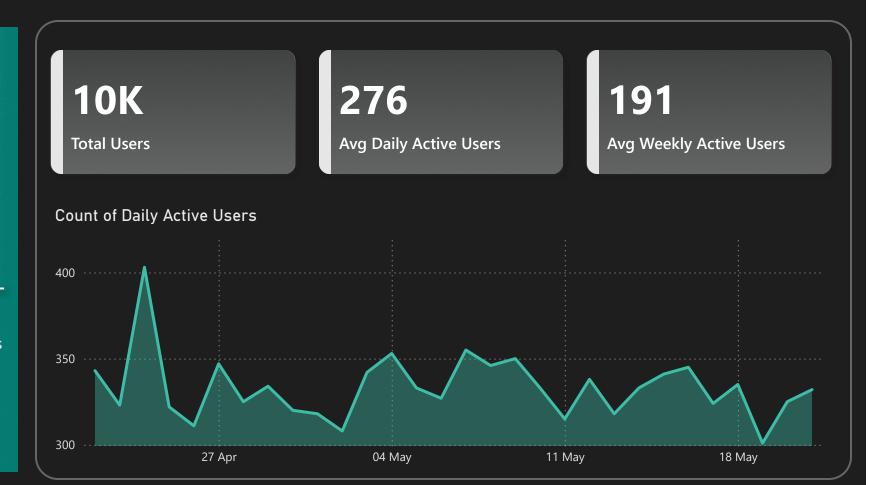
Games Played

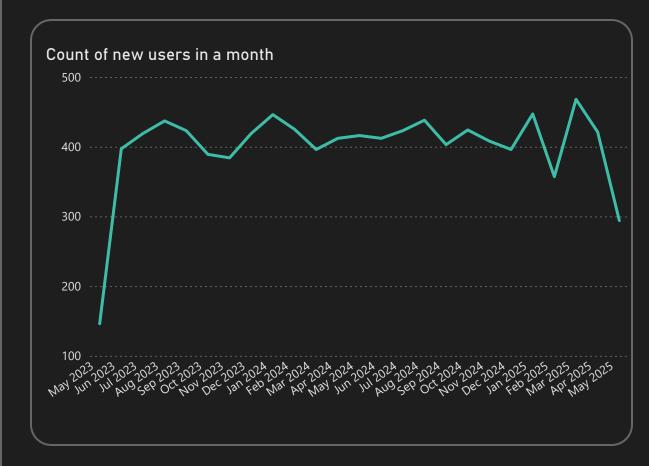
Total Mathelets

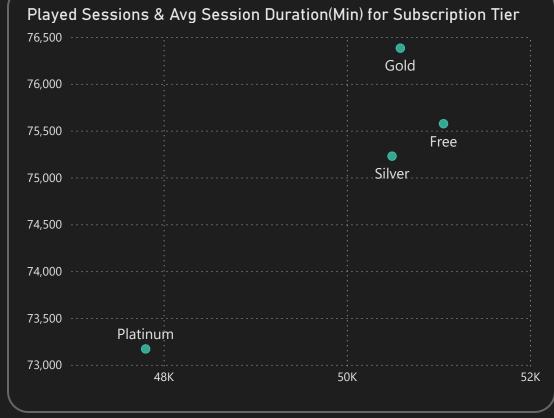


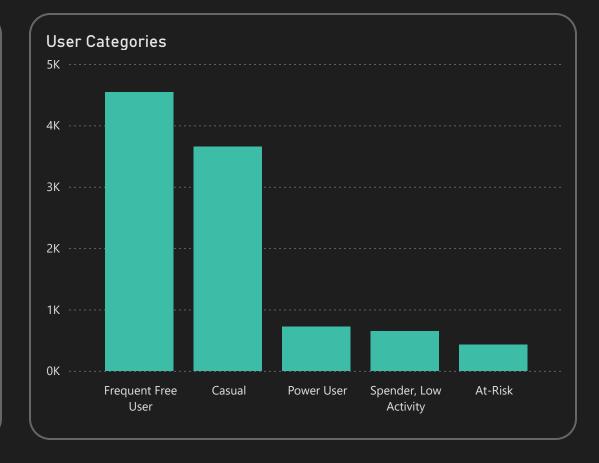














★ MATIKS USER DATA ANALYSIS

Device Type

Mobile

Game Mode

5,01,774.66 **Total Revenue in USD**

50.18

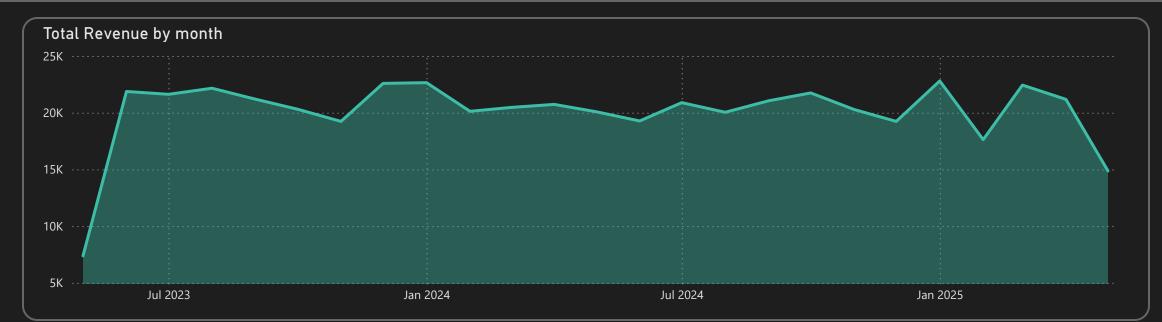
Revenue Per User

200K

Total Played Sessions

50K

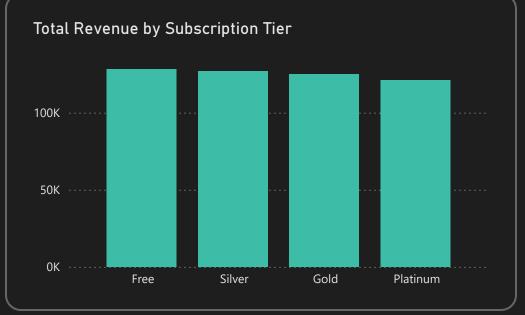
In Game Purchases Count

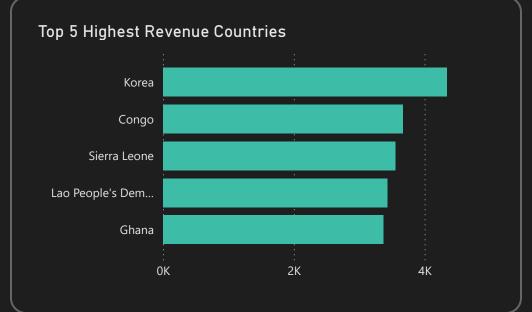


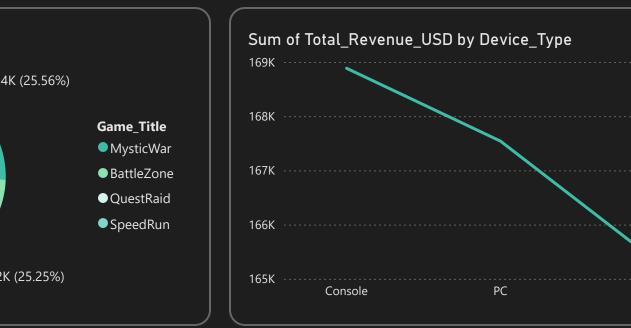


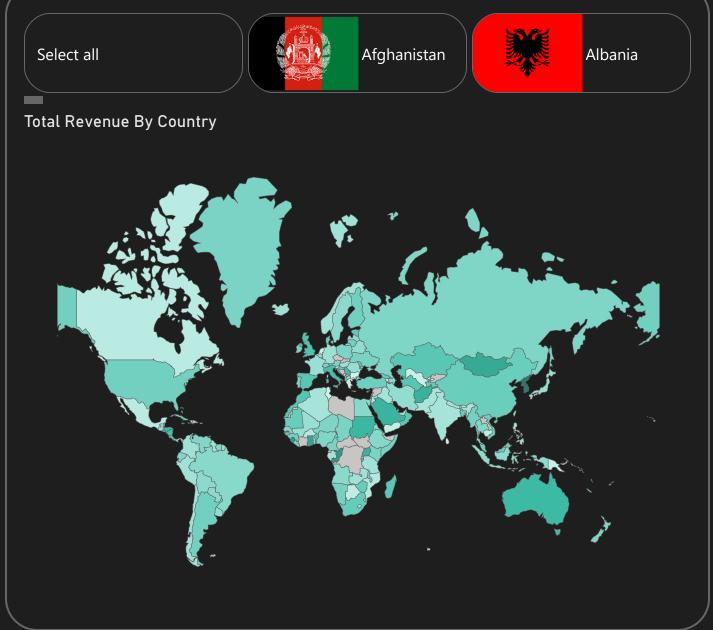


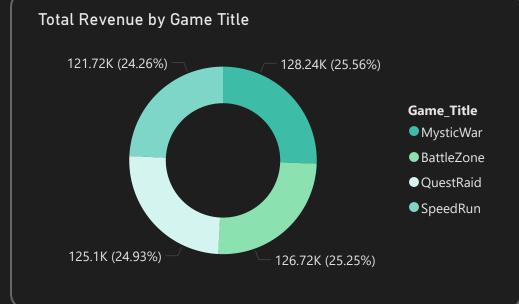
Churn













★ MATIKS USER DATA ANALYSIS

Country	
All	

Device Type	
All	\

Game Mode







Churn

Country	Healthy	Low Usage	No Purchase	Quick Churn	Short Sessions
	25		0	1	7
Afghanistan	35		8	1	7
Australia	36	4	11	1	7
Benin	24	1	7	1	17
British Indian Ocean	35		8		8
Territory (Chagos					
Archipelago)	24	1	12	2	11
Comoros	47	'	16	2	8
Congo	29		14	1	8
Croatia	33		8	1	8
Fiji	34	1	0	1	7
French Polynesia		'	17	2	
Ghana	37	2	9	1	8 7
Gibraltar			9	'	
Heard Island and	33	4	/		8
McDonald Islands	36	1	7		11
Honduras	31	1	13	2	4
Italy	52	2	15	2	12
Korea	34	1	11	3	2
Lao People's Democratic Republic	54	'	"	3	۷
Madagascar	32	2	9	2	9
Malaysia	35	2	9	2	7
Maldives	27	2	17	1	6
Marshall Islands	36		11	2	8
Mauritania	25	1	11		13
Mongolia	31	1	14	1	9
Morocco	34	1	8	1	6
Nauru	32		20	1	7
Nicaragua	40	1	8	2	6
Nigeria	26		18	1	5
South Africa	32	1	11		6
South Georgia and the	37		8	2	5
South Sandwich Islands					
United States of America	33	1	6	1	10



Churn Rate

70.50%

Retention Rate

147.07K

Impacted Revenue by...

3K

Churned Users

