A 4-Level Analytics of E-Commerce Consumer Behavior with Machine Learning and Tableau Dashboard

by

KINGSUK GHOSH

Under the Guidance of
Prof. SUBHADIP BASU
Sir PRADIPTA SARKAR

CERTIFICATE COURSE ON ARTIFICIAL INTELLIGENCE & DATA SCIENCE

Session

Sep-2024 to June-2025

Offered by

Centre for Microprocessor Applications for Training Education and Research (CMATER)

DEPARTMENT OF COMPUTER SC. & ENGG.
JADAVPUR UNIVERSITY, KOLKATA- 700032

ABSTRACT

This project is focused on understanding customer behavior in the ecommerce sector using data analysis and machine learning. The work is divided into four levels to gain deeper insights and help in better decisionmaking.

In the **Descriptive Analysis**, we used **KMeans clustering** to group customers based on their shopping patterns, loyalty, and habits. The **Diagnostic Analysis** helped us find out which factors affect **Customer Satisfaction** the most by using a decision tree model. After that, in the **Predictive Analysis**, we built a machine learning model to predict the **Purchase Level** (Low, Medium, or High) of a customer using their details and behavior. Finally, the **Prescriptive Analysis** suggested useful actions, like increasing brand loyalty or reducing return rates, to improve customer satisfaction based on the model's output.

Along with this, a **Tableau dashboard** was created to show important visual insights like customer segments, trends, and satisfaction levels in a clear and interactive way.

This project combines data, machine learning, and visualization tools to better understand customers and suggest useful business actions.

INTRODUCTION

In today's digital world, e-commerce has become one of the most popular ways of shopping. Online platforms are growing rapidly and so is the number of customers using them. With so many users, a large amount of customer-related data is generated every day. This data includes purchase amount, customer satisfaction, return rate, brand loyalty, and many other behaviors. By analyzing this data properly, businesses can understand their customers better and make smarter decisions.

However, many businesses only use simple methods like totals and averages (basic statistics) to understand customer behavior. These methods cannot find hidden patterns or make useful predictions. They also cannot tell **why** something is happening or **what** actions should be taken. This limits the value of the data.

To solve these issues, this project uses a 4-level analysis approach:

- 1. **Descriptive Analysis** What is happening?
- 2. **Diagnostic Analysis** Why is it happening?
- 3. **Predictive Analysis** What is likely to happen?
- 4. **Prescriptive Analysis** What can we do about it?

This approach helps to deeply understand customer behavior and provide clear recommendations for improving customer experience and business performance.

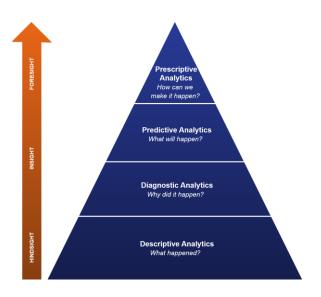


Fig. 1: The Four Levels of Data Analytics

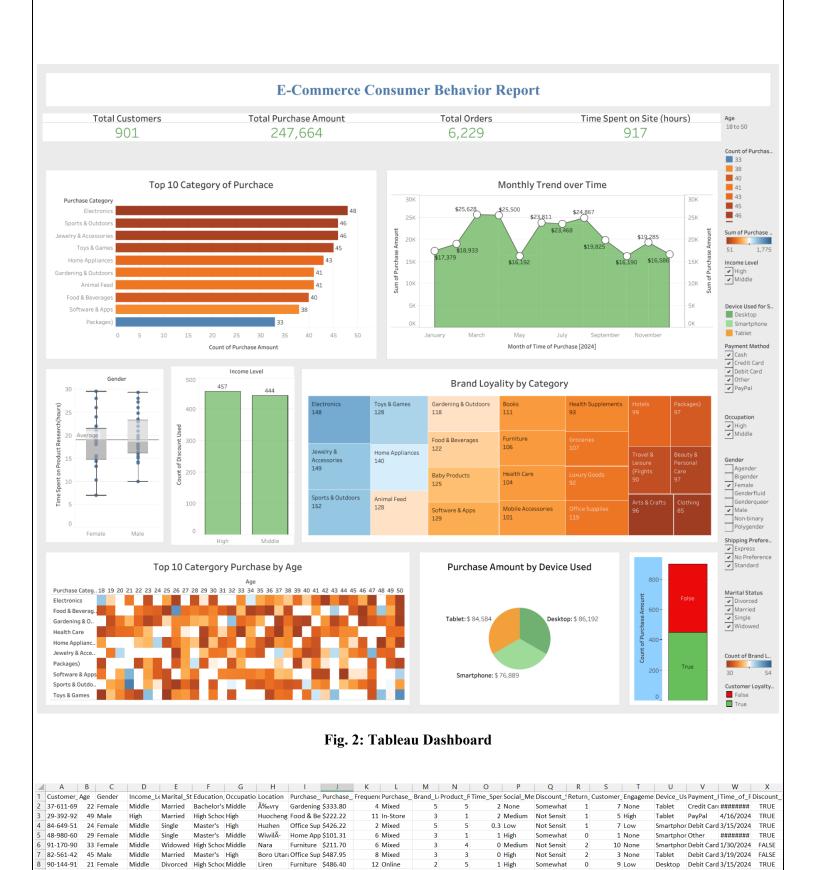


Fig. 3: E-Commerce Consumer Behavior Dataset

1 Low

0 Low

Somewhat

Very Sensi

9 None

2 High

Desktop

Desktop Cash

Credit Carc 3/17/2024

########

FALSE

FALSE

6 Online

8 In-Store

9 88-661-46

10 37-065-31

39 Male

24 Female

Middle

High

Single

High Schot Middle

Divorced Master's Middle

Taocheng Books

Gråbo

\$218.06

Office Sup \$201.96

OBJECTIVES

The main objective of this project is to analyze e-commerce customer data using machine learning and data visualization to gain deeper insights and improve business decision-making.

Specifically, the project aims to:

- Understand customer behavior using descriptive statistics and clustering.
- Identify key factors affecting customer satisfaction.
- Predict the purchase level of customers based on their behavior and profile.
- Recommend suitable actions to improve customer satisfaction.
- Present insights in a clear and interactive way using a Tableau dashboard.

PROPOSED METHODOLOGY

Overview of the Steps:

Step 1: Data Collection and Cleaning

→ Loaded and preprocessed the e-commerce dataset.

Step 2: Descriptive Analytics

→ Used KMeans clustering to segment customers based on behavior.

Step 3: Diagnostic Analytics

→ Applied a Decision Tree to identify key factors influencing customer satisfaction.

Step 4: Predictive Analytics

→ Built a classification model to predict purchase level (Low, Medium, High).

Step 5: Prescriptive Analytics

→ Recommended optimal actions using a Decision Tree model and simulations.

Step 6: Visualization and Dashboard

→ Designed an interactive Tableau dashboard for visual storytelling.

Level of Analysis	Technique/Tool Used	Output/Insight Gained
Descriptive	KMeans Clustering (Python)	Customer Segments
Diagnostic	Decision Tree Regressor	Factors affecting Satisfaction
Predictive	Classification Model (e.g. Decision Tree)	Predicted Purchase Level
Prescriptive	Simulated Scenarios + ML Predictions	Action Recommendations
Visualization	Tableau Dashboard	Interactive Visual Insights

Fig. 4: Techniques Used at Each Level

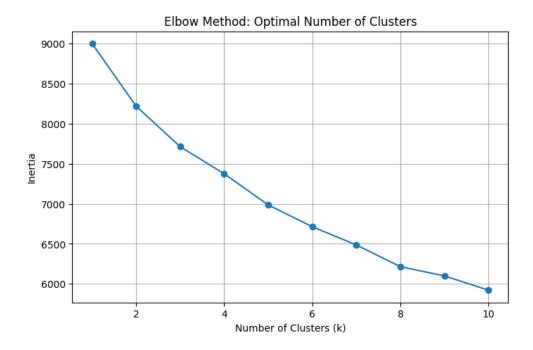


Fig. 5: Elbow Method to Determine Optimal Clusters

RESULT ANALYSIS & DISCUSSION

Experimental Setup:

This project was done using Python and Tableau. The dataset contained details of e-commerce customers, such as age, purchase amount, brand loyalty, return rate, satisfaction, and purchase intent. The data was cleaned and used for analysis across four levels.

Results:

Descriptive: KMeans grouped customers into 3 segments based on spend, loyalty, and satisfaction.

Diagnostic: Decision Tree showed brand loyalty and return rate most affect satisfaction.

Predictive: Classifier predicted purchase levels with ~86% accuracy. Medium vs High sometimes confused.

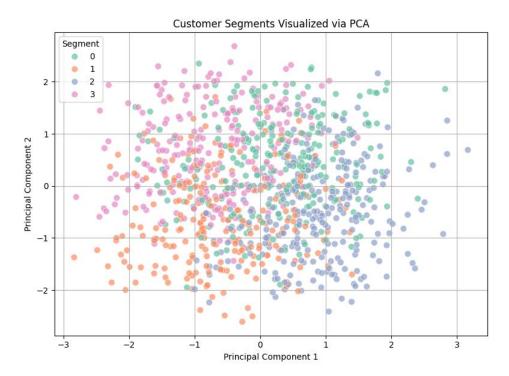


Fig. 6: Customer Segmentation by KMeans Clustering

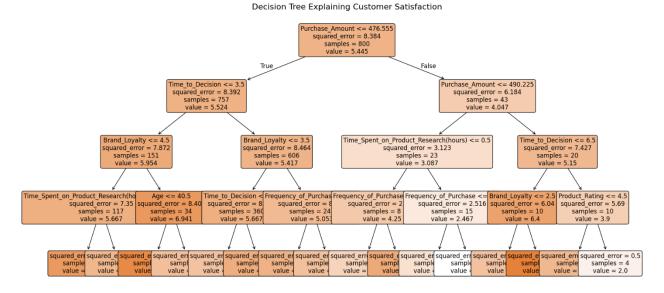


Fig. 7: Decision Tree for Customer Satisfaction

Limitations:

- Some classes had less data, affecting results.
- Decision Trees may overfit.
- Dataset missed real factors like pricing or delivery.
- Recommendations are based on model assumptions.

CONCLUSION

This project applied a structured ML pipeline to analyze and interpret the dataset through clustering, classification, and recommendation models. The results showed reliable clustering patterns and satisfactory classification accuracy. However, limitations such as model generalization and data quality were noted. Future improvements may include feature enhancement, deeper models, and broader data collection.

REFERENCES

- https://gist.github.com/pb111/65dab4818f16ddb58bb6a18a3ba1785b
- ➤ https://github.com/sumony2j/K-Means Clustering
- https://www.geeksforgeeks.org/machine-learning/decision-tree/
- <u>https://scikit-learn.org/stable/modules/generated/sklearn.ensemble.RandomForestClassifier.html</u>
- https://youtu.be/6oFTdbrugUs?si=AQsxYj60fTKj6EAZ