

Google Analytics



Project: Navigating, Reports, & Dashboards



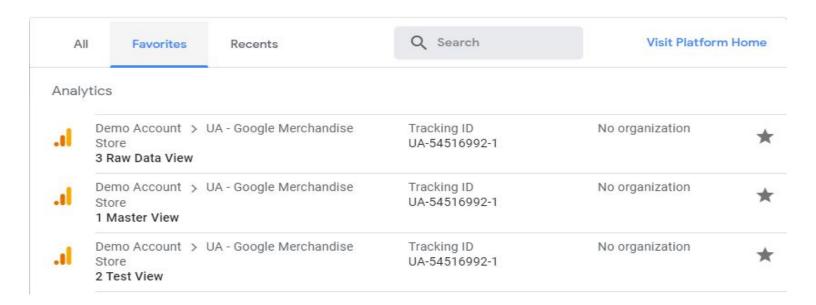
Part One: Primary Views & Filters



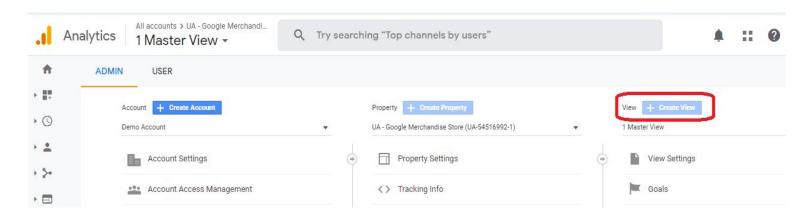


Best Practice Check: Three Primary Views

I'm using the Google Merchandise Store Demo Account which had already the three Primary views created.



From this account, i cannot create these views because i don't' have the access but in general if you want to create a view you have to click on Admin and click (+Create View) button as the screenshot below:







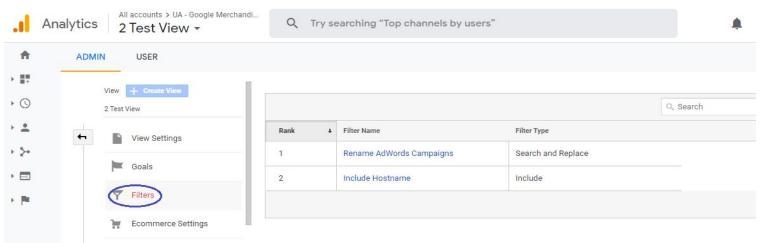
2. Best Practice Check: Filtering Internal Traffic

The Google Merchandise Store Demo Account doesn't have this filter and doesn't allow to create one.

The following steps show how to create a filter to exclude internal traffic:

- Go to Admin and choose Test View
- Click Filters then Add Filter
- Select "Create new Filter" and enter the filter's name
- For Filter Type, Click Custom
- Select the IP Address item from Filter Field
- In the Filter Pattern field, enter the internal Address IP
- If there are a range of IP Addresses, we need to generate one regular address that corresponds to the range using Rejex
- Enter the generated regular expression in the Filter Pattern filed
- Click on the Save button

Once you've applied the filter in the Test View, wait for a 7 to 10 days to make sure the filter is working good then copy it to Master View.





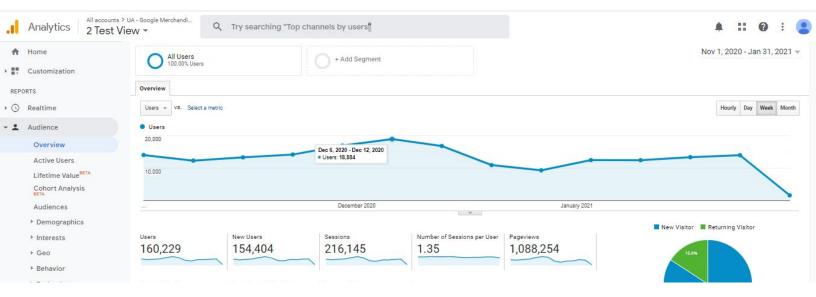
Data Exploration



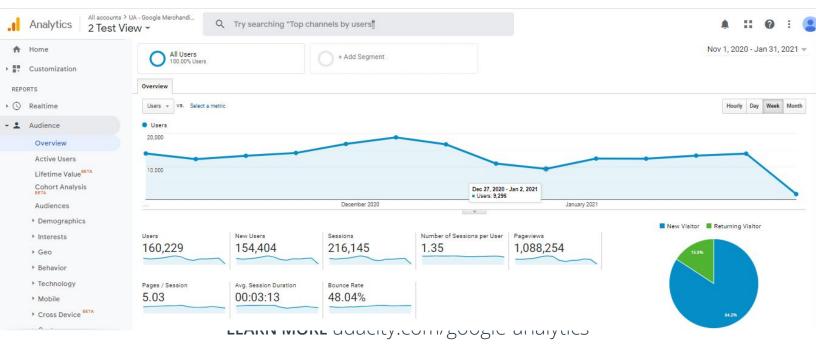
Standard Display - Audience

From Nov 1,2020 to Jan 31, 2021:

The second week of December is the week with the most visitors with 18,884 visitors.



Week 27th December to 2nd January: 9296 visitors







Standard Display - Audience

Do you have any ideas why certain trends are associated with these specific weeks?

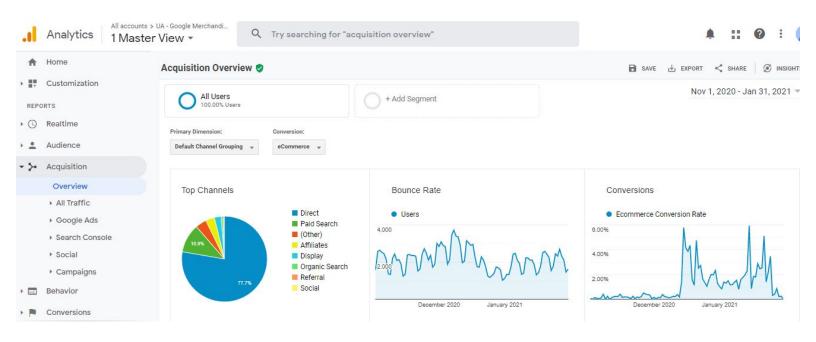
The number of visitors peaked on the 2nd week of December because apparently people tend to buy Christmas Presents for their loved ones in this time of the month.

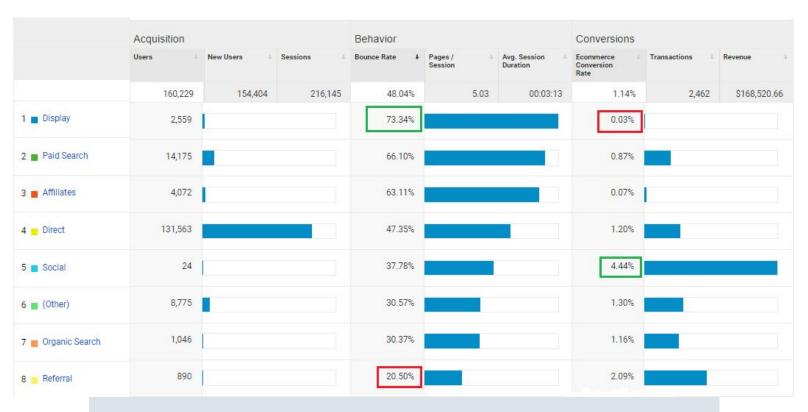
The Google Merchandise Store saw a dip in visitors from 27th December to 2nd January because people are busy celebrating New year.



Standard Display: Acquisition

Acquisition Overview Report:









Standard Display: Acquisition

What do these metrics mean, based on your experience?

From the screenshot, we can see that Display is the channel with the highest bounce rate (73.34%) and Referral is the channel with the lowest bounce rate (20.50%).

The highest eCommerce conversion rate is from Social channel (4.44%) and The lowest eCommerce conversion rate is from Display channel (0.03%).

Bounce Rate: represents the percentage of visitors who enter the site and then leave without interaction.

eCommerce conversion rate: is the percentage of users who take a desired action. For instance: conversion rate is the percentage of website visitors who buy something on the site.



5. Noogler Android Figure

9. Google Red Speckled Tee

10. Google Pen White

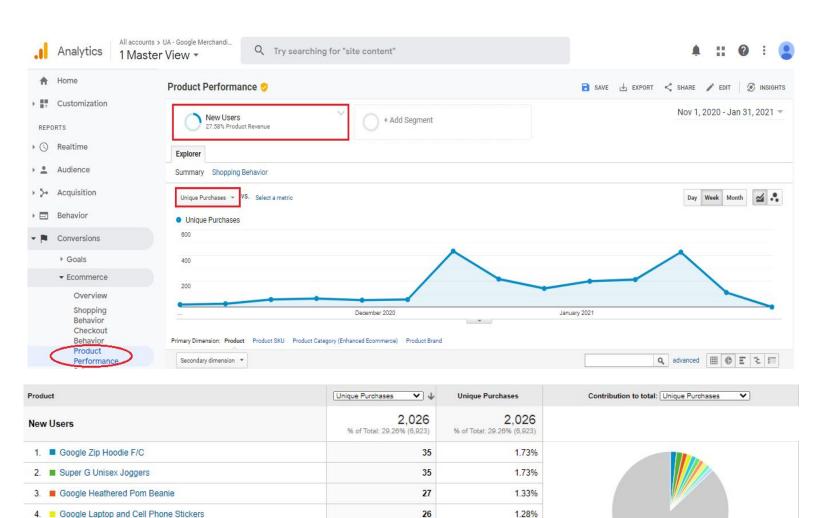
6. Google Black Cloud Zip Hoodie

7. Google Crewneck Sweatshirt Green

Google Metallic Notebook Set



Percentage Display: Conversion



26

25

22

22

21

1.28%

1.23%

1.18%

1.09%

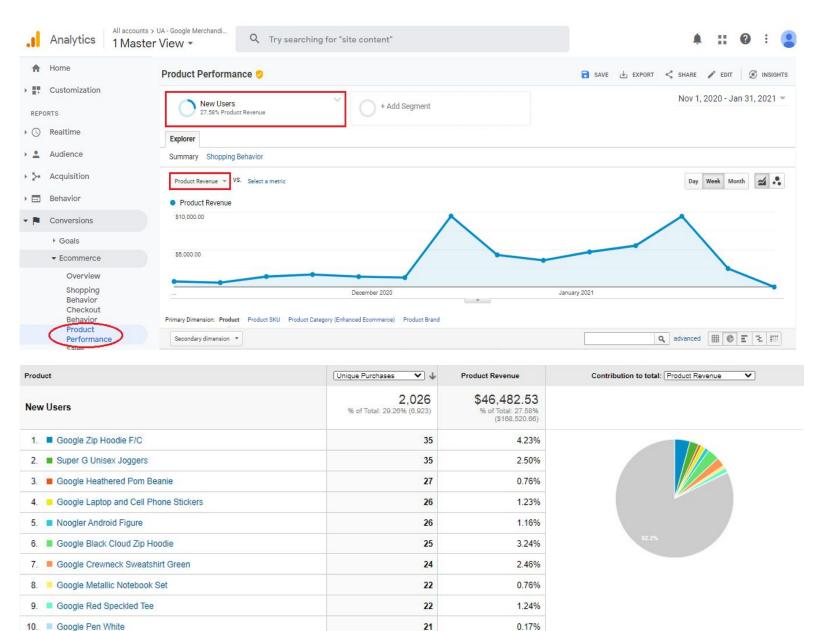
1.09%

1.04%





Percentage Display: Conversion

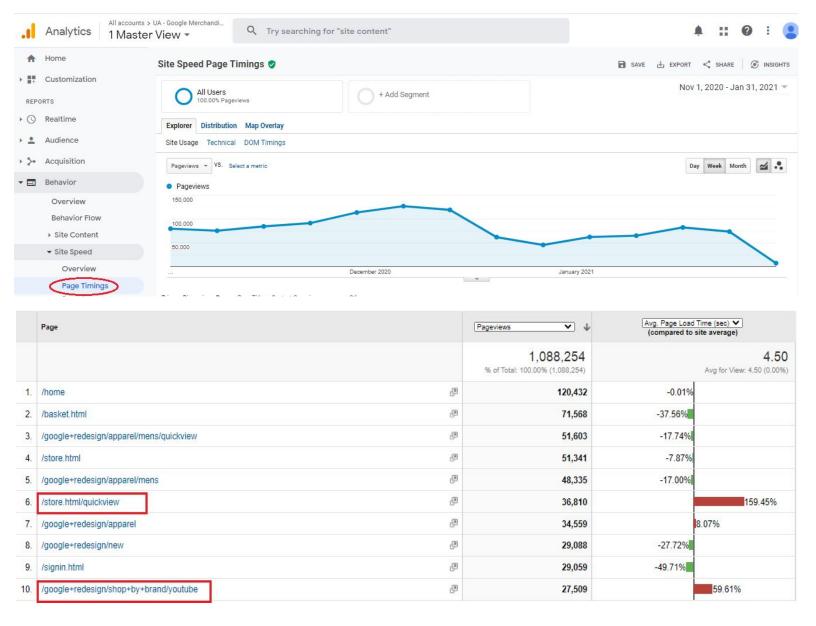






Comparison Display: Behavior

The report below shows the pages "/store.html/quickview" and "/google+redesign/shop+by+brand/youtube" performed badly in terms of Page Load Time, with 159.45% and 59.61% respectively slower than the site average.

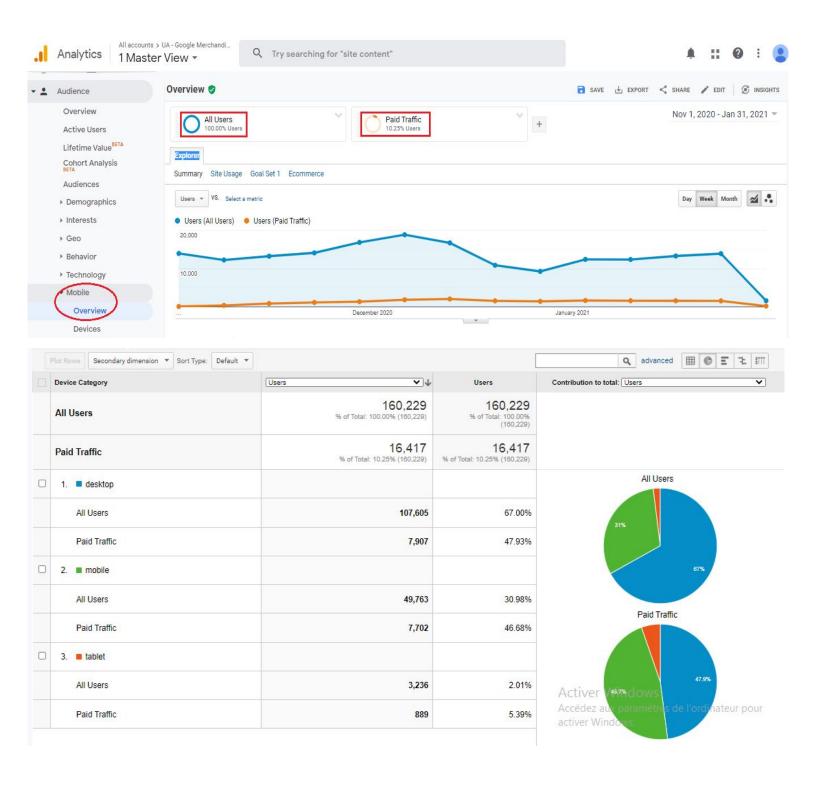






Percentage Display: Audience

Mobile/Overview Report: 1 Nov 2020 to 31 Jan 2021





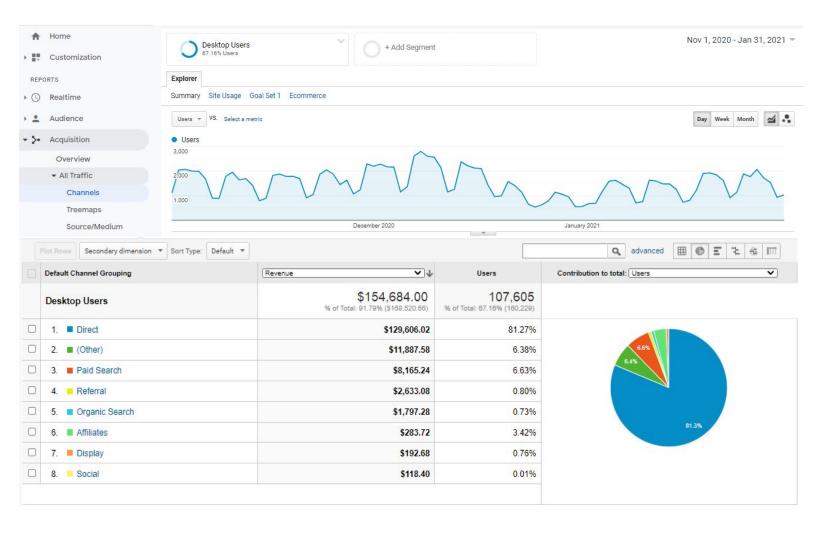
Segmentation





Audience Segment: Characteristic

Desktop Users	Save Cancel	Preview		Segment is visible in any View Change
Demographics	Technology Segment your users' sessions by their web a		Summary	
Technology	> 1			
Behavior	Operating System ①	contains 🐷		67.17%
Date of First Session	Operating System Version ②	contains 🔻		of users
Traffic Sources				
Enhanced Ecommerce	Browser ③	contains 🔻		Users 108,341
Advanced	Browser Version ②	contains 🔻		Sessions
Conditions	Screen Resolution ①	contains 🕶		154,907 71.67% of sessions
Sequences				Technology
	Device Category ②	exactly matches • desktop	0	Device Category: "desktop"
	Mobile (Including Tablet)	☐ Yes ☐ No		
	Mobile Device Branding (?)	contains 🔻		







Audience Segment: Characteristic

This segment indicates Desktop Users who use desktop devices instead of mobiles or tablets to visit Google Merchandise Store.

The summary shows that 67.17% are Desktop Users which is a significant user base.

We can observe from the screenshots that:

- The revenue generated by Desktop Users from 1 Nov 2020 to 31 Jan 2021 is 154,684.00\$ which is 91.79% of the total revenue.
- 81.27% of Desktop users comes from Direct channel and that means the majority of the traffic arrived on the site probably by typing the website URL into a browser or through browser bookmarks.





Audience Segment: Geography

American Users		Save Cancel	Preview			Segment is visible in any View Change
Demographics	0	Demographics				Summary
Technology		Segment your users by demographic				
Behavior		Age ③	42.90%			
Date of First Session	on	Gender ①	☐ Female ☐	Male Unknown	nown	of users
Traffic Sources			contains 🔻			
Enhanced Ecomme	erce	Language ①	contains +			Users 5,081
100		Affinity Category (reach)	contains *			
Advanced Conditions		In-Market Segment ①	contains w			Sessions 5,990 43.91% of sessions
Sequences		iiriviaiket Segilietit				
Jequences		Other Category ②	contains 🔻			Demographics Country: "United States"
		Location ③	Country •	exactly matches w	United States	⊗ .·
Home Customization	Produc	et Performance 🤣	+ Add Segment		а	SAVE de EXPORT < SHARE ✓ EDIT ② INI Nov 1, 2020 - Jan 31, 20
RTS	-	95.32% Product Revenue	J. Mad deginen			
Realtime	Explore	er				
Audience	Summa	ary Shopping Behavior				
Acquisition	Produ	cct Revenue 🕶 Vs. Select a metric				Day Week Month
Behavior		duct Revenue				
Conversions	\$20,00	0.00		٨		
→ Goals	\$10,00	0.00		\wedge		٨
▼ Ecommerce Overview					^	
Shopping	_		December 2020		January 2021	
Behavior Checkout				•		
Behavior Product Performance		imension: Product Product SKU Product Category (Enhanced	Ecommerce) Product Brand			0 44444 - 3
Sales Performance	Product	icary dimension *		Quantity	✓ ↓ Product Revenue	Q advanced ∰ ⑥ ፫ 元 ☐ Contribution to total: Product Revenue
Product List Performance Attribution BETA		an Users		0.700	\$160,638.72	
				2 220	0.87%	
Google Pride Sticker				2,338 727	0.73%	
Keyboard DOT Sticker Google Laptop and Cell Phone Stickers				258	0.46%	
Google Metallic Notebook Set				189	0.58%	
Google Pen White				160	0.15%	27.3%
Google Heathered Pom Beanie				151	1.15%	87.5%
Google Zip Hoodie F/C				139	4.36%	
Google Canteen Bottle Black				132	1.65%	
Super G Unisex Joggers						
- Coper o omsex oogge	ers			122	2.36%	





Audience Segment: Geography

For the time period selected, a segment based on country (USA) was created.

This segment indicates the users who live in America and visited Google Merchandise Store. .

The summary shows that 42.90% are American Users which almost the half.

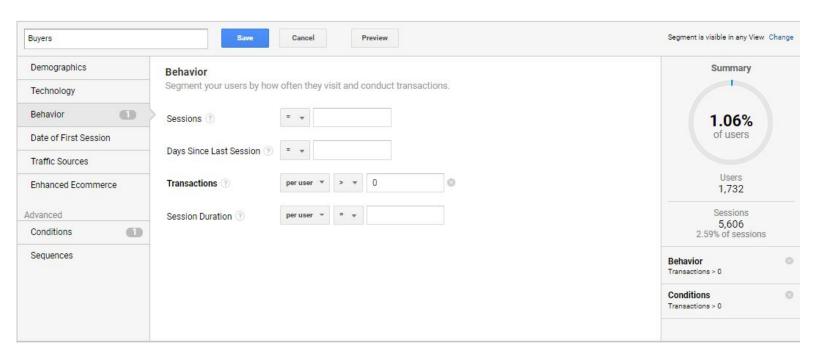
From The report above, we can see:

- From 1 Nov 2020 to 31 Jan 2021, the quantity of products being sold in total is 12,715 which 95.96% of products were purchased by American Users with a revenue of 160,638.72\$.
- The best selling product in the three month period by American Users is Google Pride Sticker with quantity of 2,338.





Segment: Buyers (Users scoped)

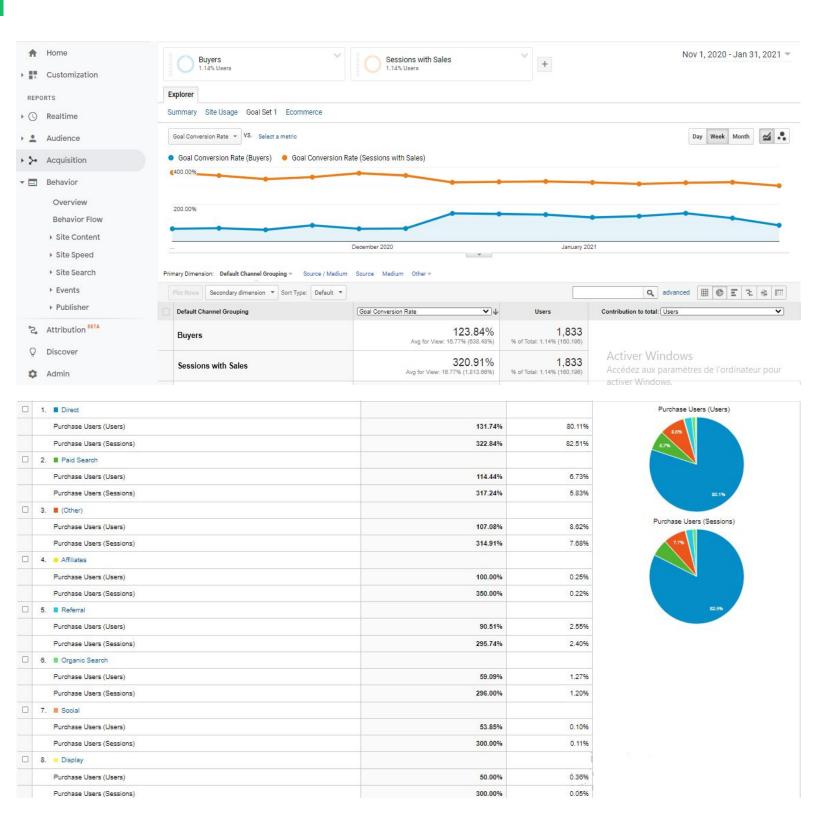


Segment: Sessions with sales (Sessions scoped)

Sessions with Sales	Save	Cancel	Pre	view		Segment is visible in any View Change
Demographics	Behavior					Summary
Technology	Segment your users by how	often they visit	and cor	nduct transactions		
Behavior (1)	Sessions ②	= +				1.06%
Date of First Session	Days Since Last Session ③	=				of users
Traffic Sources	Days Since Last Session					
Enhanced Ecommerce	Transactions ②	per session ▼	> *	0	0	Users 1,732
Advanced	Session Duration ①	per session 🔻	= *			Sessions
Conditions						1,840 0.85% of sessions
Sequences						Behavior Transactions > 0
						Conditions Transactions > 0











Buyers and Sessions with Sales segments created based on Transactions, one with Users scope and the other with Sessions scope.

These behavior segments indicate the sales activity on the website and track Google Merchandise ecommerce store performance.

Buyers is a segment of users who made a purchase in one or more sessions.

Sessions with Sales is a segment of sessions where a purchase occurred.

The summary shows that only 1.06% of users completed a purchase.

From the report, we can see that The average goal conversion rate is 123.84% for the Buyers segment and for the Sessions with sales segment the average goal conversion rate is 309.91%.

If we compare the goal conversion rate metric between the two segments for the different channels we can observe that the numbers of Sessions with sales are way higher than the numbers of Buyers segment. We wan also see that for Buyers segment, The highest number of goal conversion rate came from Direct channel





And for the sessions with sales segment the goal conversion rate came from Affiliates channel.





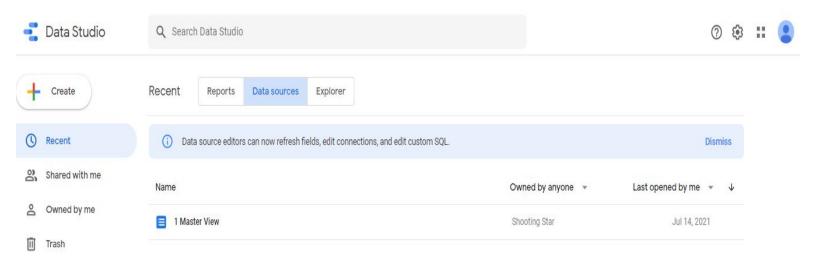
Part Two:

Connecting a Data Source and Creating a Custom Dashboard





Merchandise Store Draft Dashboard: Built on the Master View



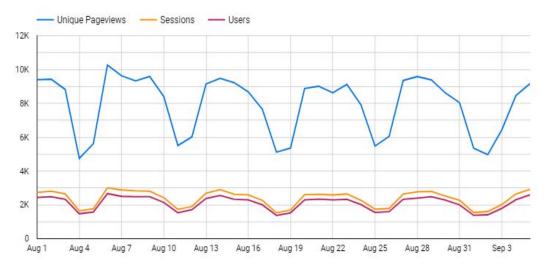


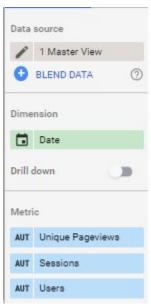


2. Merchandise Store Draft Dashboard: Time Series chart

Google Merchandise Store Dashboard

Aug 1, 2018 - Sep 5, 2018





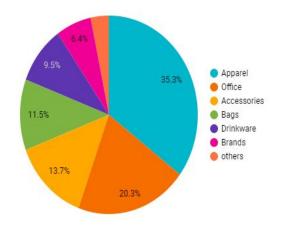


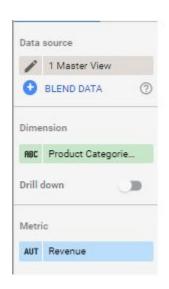


3. Merchandise Store Draft Dashboard: Pie chart, 7 slices

Google Merchandise Store Dashboard

Aug 1, 2018 - Sep 5, 2018





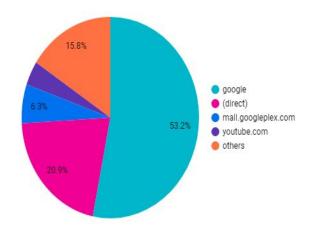


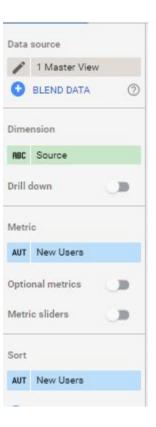


4. Merchandise Store Draft Dashboard: Pie chart, 5 slices

Google Merchandise Store Dashboard

Aug 1, 2018 - Sep 5, 2018





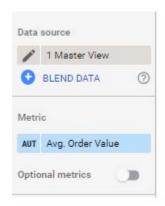
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5. Merchandise Store Draft Dashboard: Scorecard

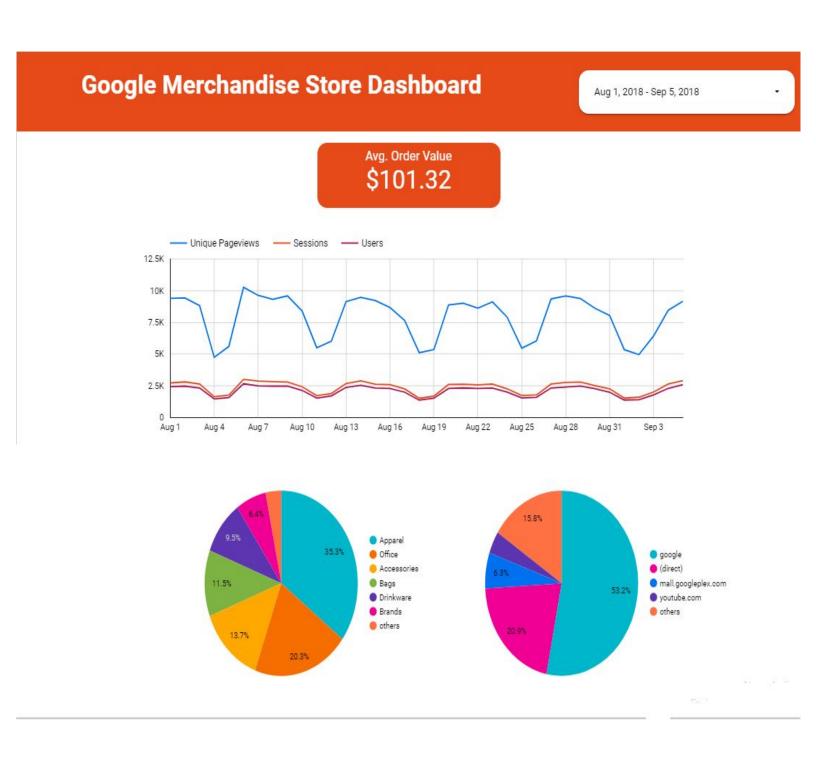
Google Merchandise Store Dashboard Avg. Order Value \$101.32







6. Merchandise Store Draft Dashboard: Date Range Control







Marketing Analytics Nanodegree Program

Google Analytics