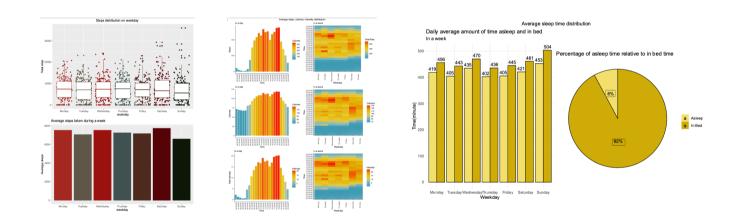
Bellabeat

Marketing data analytics case study

Google Data Analytics capstone project



Mason Phung – January 2023

Introduction

Bellabeat - Sweden high-tech company

- Founded by Urška Sršen and Sando Mur in 2013, Bellabeat is known not only as a rapid developing high-tech company that manufactures health-focused smart products, but also a tech-driven wellness company for women.
- By 2016, Bellabeat had launched multiple products along with opening many branches worldwide. Bellabeat products can be found on their own e-commerce channel as well as numerous online retailers.
- Realizing the huge opportunity to grow in the online market, Bellabeat has been focusing on analyzing consumer usage data in order to understand the habit and preferences of their potential customers.

• Bellabeat current products:

- Bellabeat app
- "Leaf" (tracker, can be worn as accessories)
- "Time" (watch)
- "Spring" (water bottle with smart tech)
- Bellabeat membership (subscription based)

Case summary

Key focus & audience

- The case study will focus on:
 - The analysis of the smart device usage data (Provided by the company)
 - Suggestions for future marketing campaigns of Bellabeat's products based on the insights
- Key questions:
 - What are some trends in smart device usage?
 - How could these trends apply to Bellabeat campaign?
 - How could these trends help influence marketing strategy?
- Stakeholders:
 - Bellabeat executive team
 - Bellabeat Marketing team

Case summary

Work direction

- 1. Download data from source website & process usable data
- 2. Clean data (details in markdown and coding file)
- 3. Analyze datasets to find insights
- 4. Visualize & conduct report

Data

- Basic information:
 - <u>Fitbit Fitness Tracker data pack</u> is generated by respondents to a distributed survey via Amazon Mechanical Turk between 2016/03/12 to 2016/05/12. The data is available on <u>Kaggle</u> and Mobius as open-source.
 - The data pack includes 18 Comma-separated values files (.csv) record the activities, calories, intensities, foot steps and weight loss of 35 users in 62 days.
- Only daily activity, daily sleep and hourly activity datasets will be used for this case study

Comments

Data limitations

- Small data size with only local population, which may not represent the whole population
- Lack of demographics data
- Data's short date length
- -> Bias possibility
- Hourly and daily datasets are synced but still have some small errors

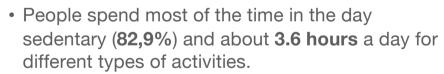
Daily activity

82.9%
Sedentary time

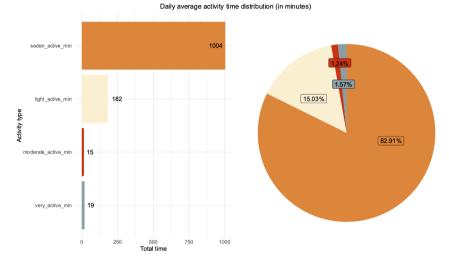
16.6
Sedentary hours



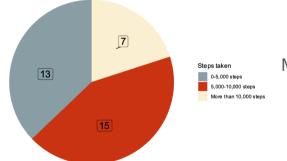




 The amount of time recorded from the participants in the data suggests that people wear the tracker most of the time in a day, even during normal activities or workout.





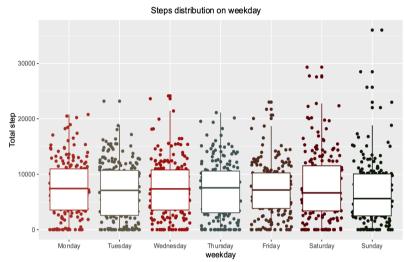


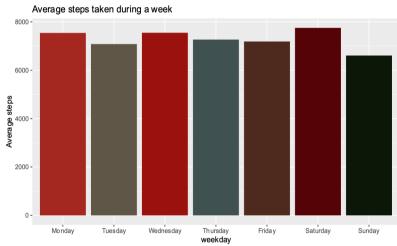
Majority (80% - 28/35) of the participants walk less than 10,000 steps a day*

^{*} According to researches, taking at least 10,000 steps a day is suggested for a strong health

Daily activity

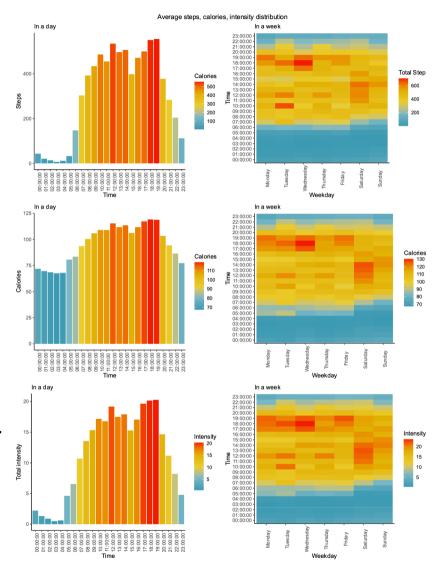
- Most active days: Saturday, Monday, Wednesday
- During the week, people tend to walk less than 15,000 steps
- In the weekend, the boundary opens up to more than 30,000 and many more people take more than 15,000 steps a day.
- Sunday is the least active day, with the least average steps taken



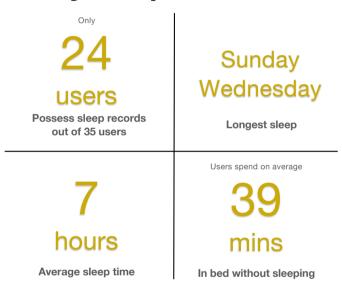


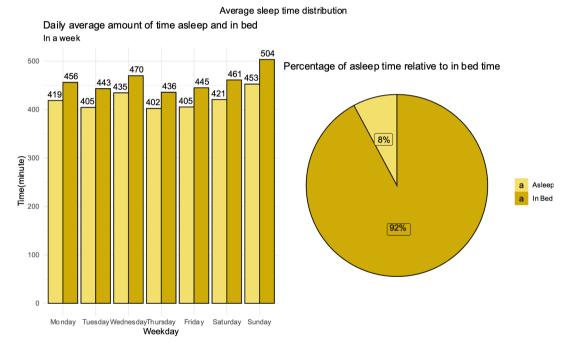
Daily activity

- Common active time: from 7h to 21h
- 12h-14h and 17h-19h are the two most active time with the highest amount of steps taken, calories burnt and total intensity
- These 2 time periods are all meal time (while the latter is the getting off work time, workouts and also people may move more to prepare for their dinner)
- At the weekend, people are usually start their days later but move less in the evening and still having the same rest time at the end of the day.
- The heat maps suggest the active pattern of normal office workers



Daily sleep



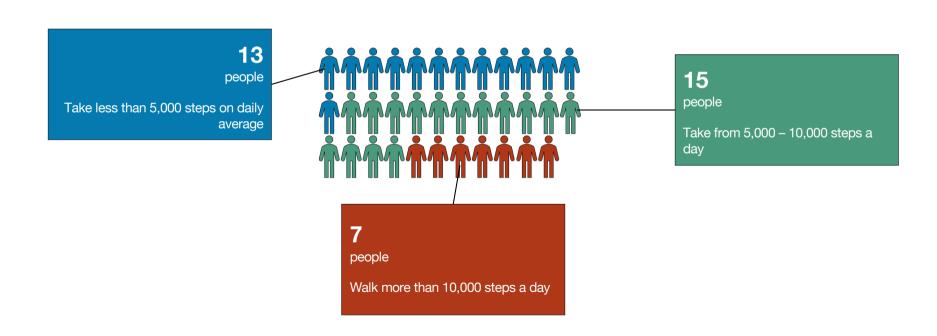


- 11 users don't wear the tracker device during sleep, this can be due to **personal preference** or **the device's lack of convenience** issue (need more information).

Users' segmentation

By daily average steps

Users will be divided into groups based on their daily average steps



G1: Take less than 5,000 steps on daily average

36

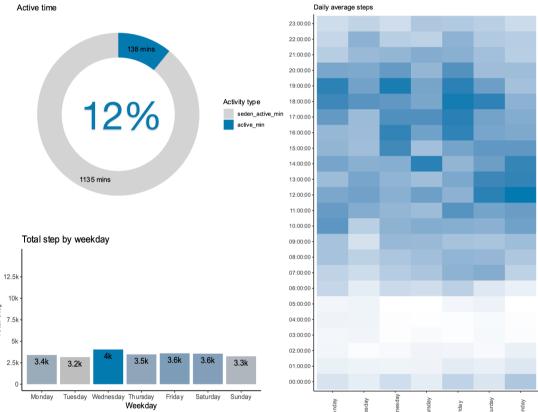
Average tracker using days

Average daily distance travelled

2.15 km | Wednesday

Most active day

- This group of users only spend 2 hours avg/day active, including light & intensive activities
- Most active time in a day at 17-19pm
- Heatmap shows evidence of frequent late night activity, at sleep hours
- Aside from Wednesday, others day's activities are quite similar with not many differences in travelled steps
- This group often wears the tracking device, with 4 days avg/week
- The data suggests a pattern of office workers, not active and walk in short distance. Take not much exercise. There is a disordered pattern in activity.



G2: Take from 5,000 - 10,000 steps a day

40

Average tracker using days

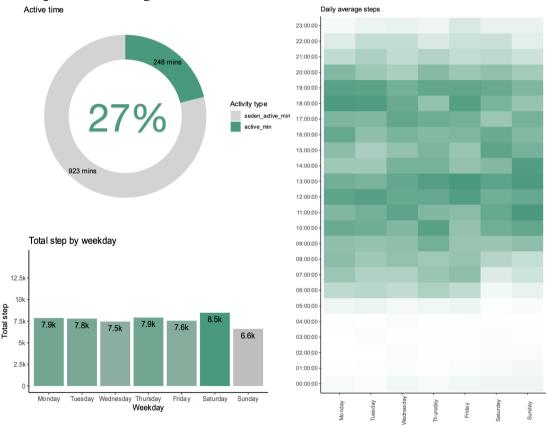
5.42 km

Average daily distance travelled

Saturday

Most active day

- This group of users spend 4 hours avg/day active, including light & intensive activities
- Most active time in a day at 12-13pm and 18-19pm
- Heatmap shows evidence of stricter weekly schedule compared to G1
 - Day usually starts at 6pm in weekdays and later 7~8pm at weekends
 - Less late night activity, sleep earlier compared to G1
- Aside from the weekend, the activity amount of weekdays are similar
- This group often wears the tracking device, with 4.4 days avg/week
- The data suggests that users are fairly active and follow a similar activity habit constantly



G3: Take more than 10,000 steps a day

42

Average tracker using days

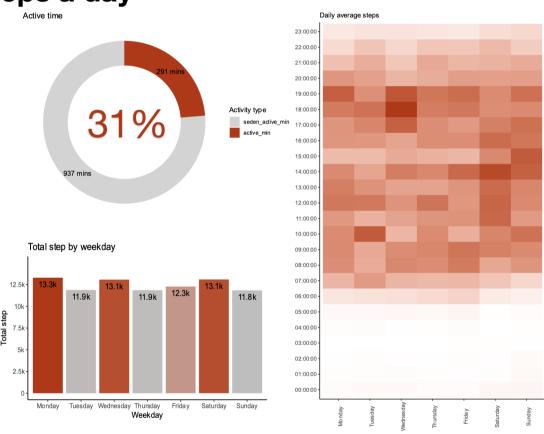
9.06 km

Average daily distance travelled

Monday

Most active day

- This group of users spend 4.8 hours avg/day active, including light & intensive activities
- Most active time in a day at 12-14pm and 18-19pm
- Heatmap shows evidence of a very strict active schedule
 - Day usually starts at 6pm in weekdays and later 7~8pm at weekends
 - Less late night activity, nearly no activity from 0 am
- Monday, Wednesday and Saturdays are considerably more active
- This group often wears the tracking device, with 4.6 days avg/week
- The data suggests a group of users that are very active and follow
 a similar activity habit constantly. They with spikes at Mon, Wed
 and Sat, this suggests that they might having a special
 exercise/activity on these days.



Comments

Insights summary

Tracker

- Users wear the tracker most of the time in a day, through different types of activity
- Active users are more likely to wear the tracker
- 31% of users doesn't wear the tracker during sleep
- Users only wear the tracker **63**% of the time throughout the survey

Users' active habits

- Active users are more likely to follow a strict schedule
- Users spend 83% of the time in a day being sedentary, only be active at certain time periods
- User spend 84% of their active time doing light activities
- Users are more active during meal time
- Users rest more but travel more during the weekend

User's sleeping habits

- Users usually have a constant sleep time of ~ 7 hours daily
- Users spend a considerable amount of time ~ 0.65 hours in bed without sleep

Comments

Suggestions

- Provide new tracking modes for different types of activities
- High amount of time not wearing the tracker shows that users may not feel comfortable with the design → consider redesign the tracker to fit different situation, environment, temperature..
- Create different user profiles, features for different user groups from less active to very active users.
- Aside from sedentary activities, create new feature for light activities as it takes 84% of all the average activities in a day
- Create a guide or an auto-bot to as an assistant to help reminding, scheduling and reporting
- Provide health reports
 - Day-end report: people usually spend some time to relax, restless before sleep, so we can provide a report of their health status during the day.
 - Week-end report on Sunday when people usually spend their time to rest, be less active and may want to take a look of what had happened through out the week
- Encourage users to be more active by adding:
 - Reward system: game or an experience count system with level-up mechanism
 - Notifications: regular reminds customers to encourage them to be more active