Customer Personality Analysis





Data Introduction

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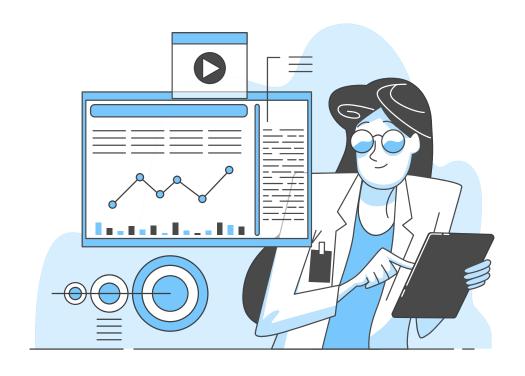
Data Handling & EDA

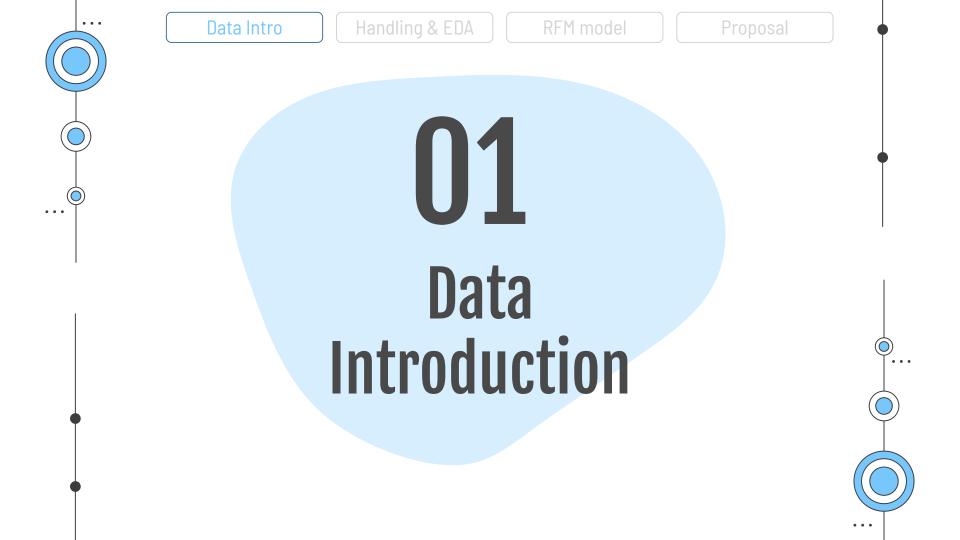


RFM Model



Propose Stategy







RFM model

Proposal





https://www.kaggle.com/datasets/imakash3011/customer-personality-analysis

Tools:

- Pandas
- Matplotlib
- Power BI
- Figma

Target:

- Base on customer's behaviors and characters to divide customers into group.
- Find company's ideal customers.
- Helps a business to better understand its customers.
- Provide marketing action according to customers groups.



Handling & EDA

RFM model

Proposa





People

1. ID

- 2. Year_Birth
- 3. Education
- 4. Marital_Status
- 5. Income
- 6. Kidhome
- 7. Teenhome
- 8. Dt_Customer
- 9. Recency
- 10. Complain

Product

- MntWines
- 2. MntFruits
- 3. MntMeatProducts
- 4. MntFishProducts
- 5. MntSweetProducts
- 6. MntGoldProds

Promotion

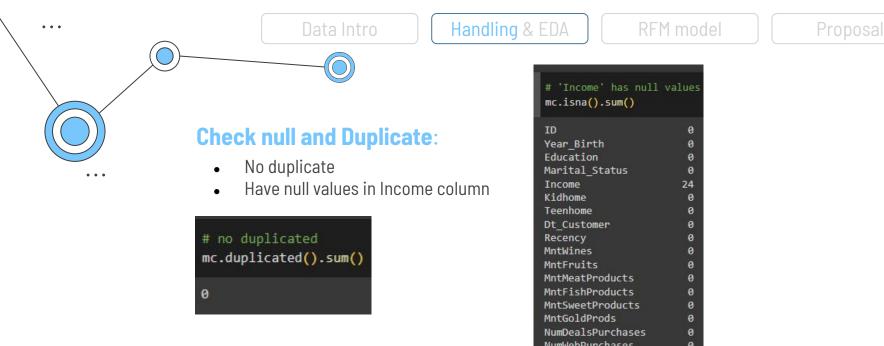
- 1. NumDealsPurchases
- 2. AcceptedCmp1
- 3. AcceptedCmp2
- 4. AcceptedCmp3
- 5. AcceptedCmp4
- 6. AcceptedCmp5
- 7. Response

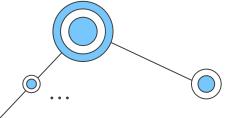
Place

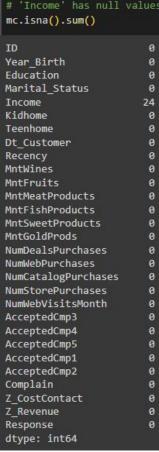
- 1. NumWebPurchases
- 2. NumCatalogPurchases
- 3. NumStorePurchases
- 4. NumWebVisitsMonth

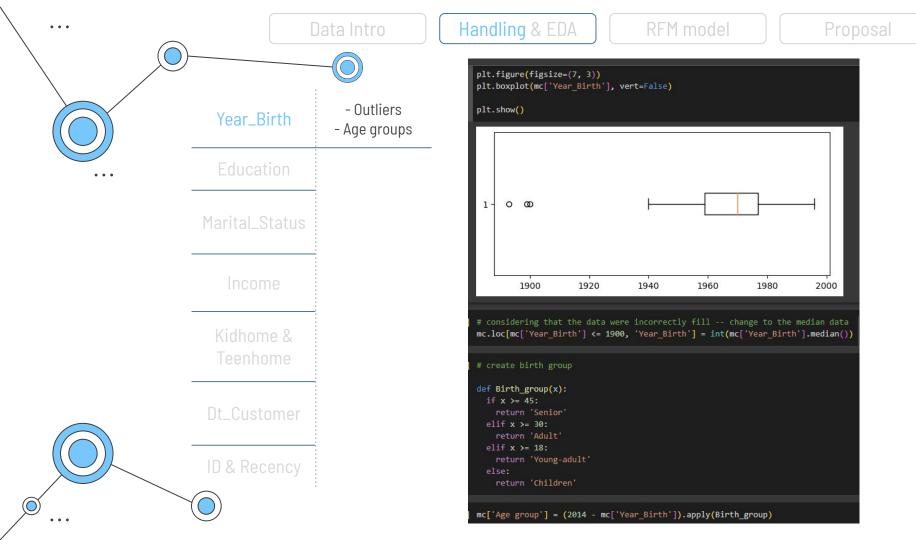


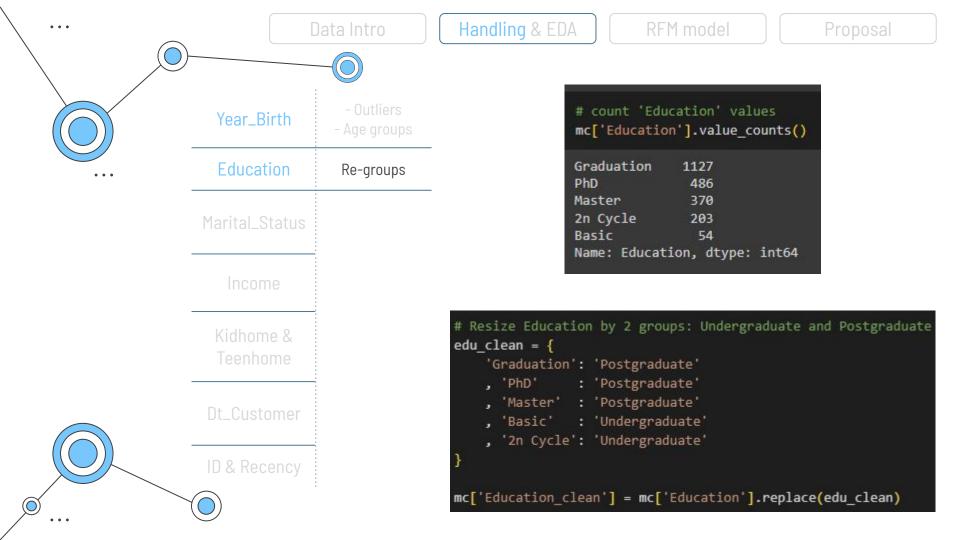


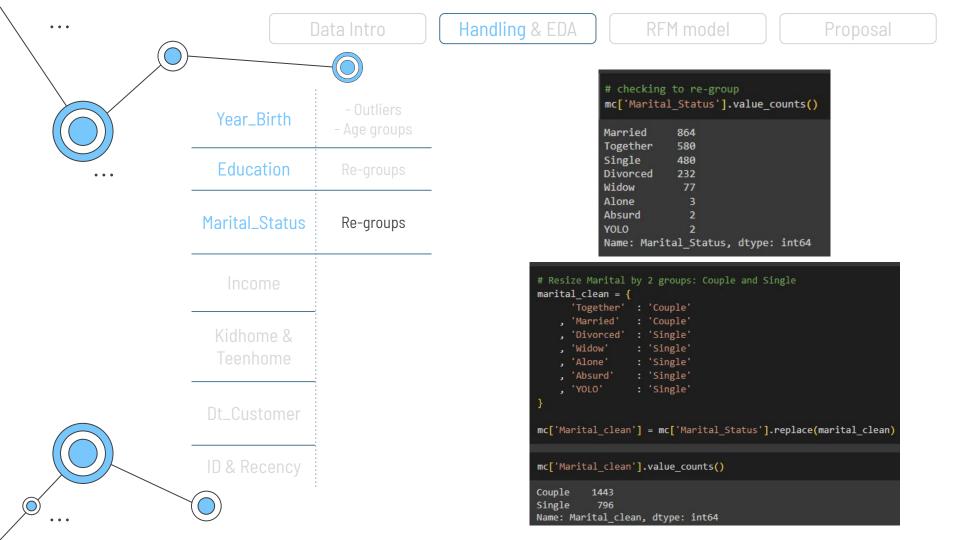


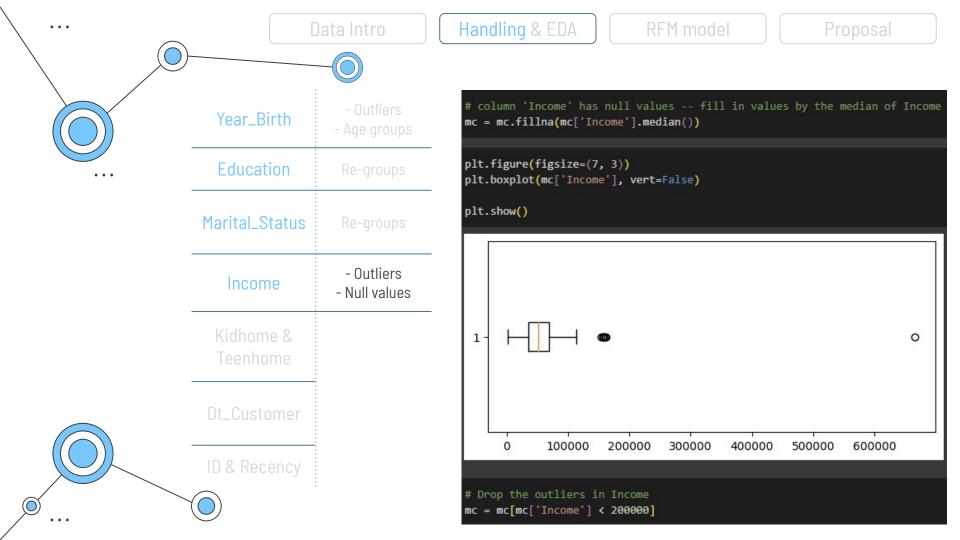


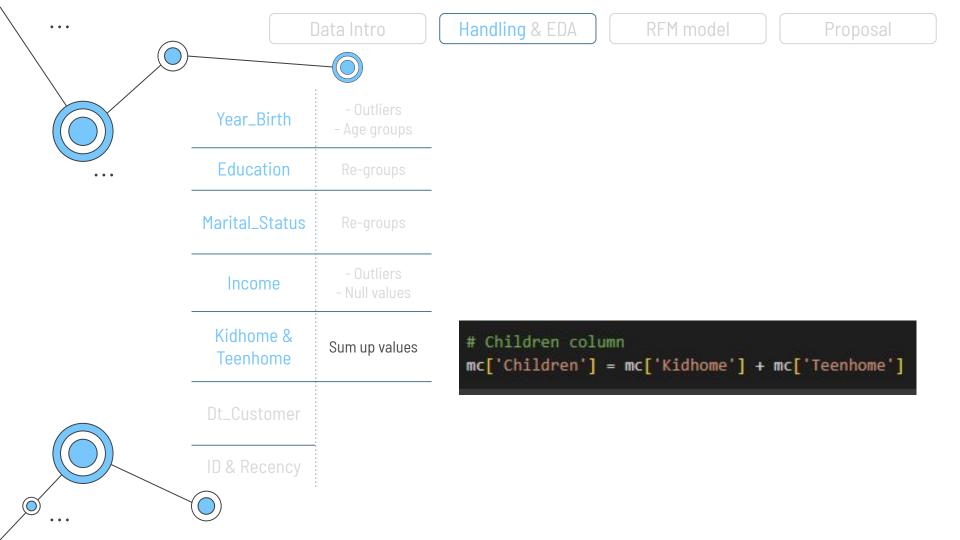


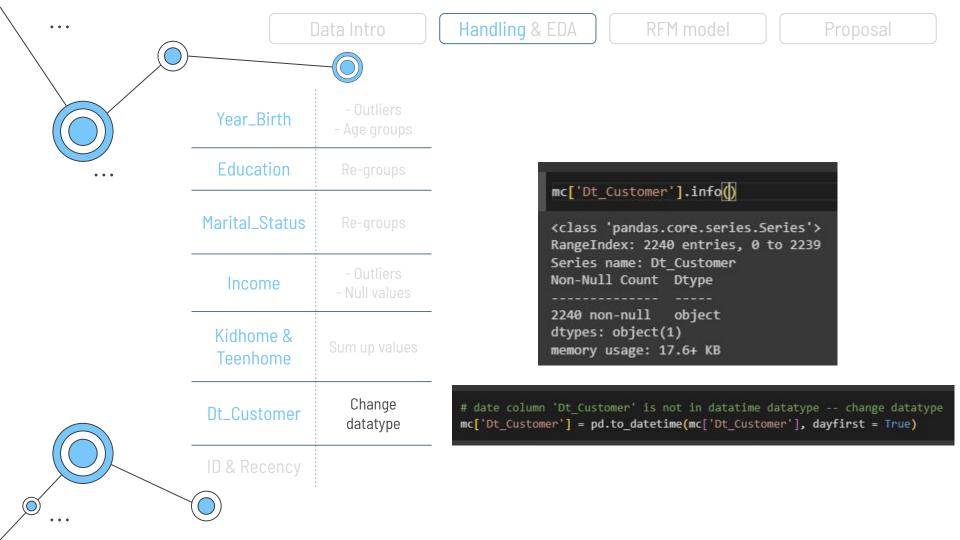


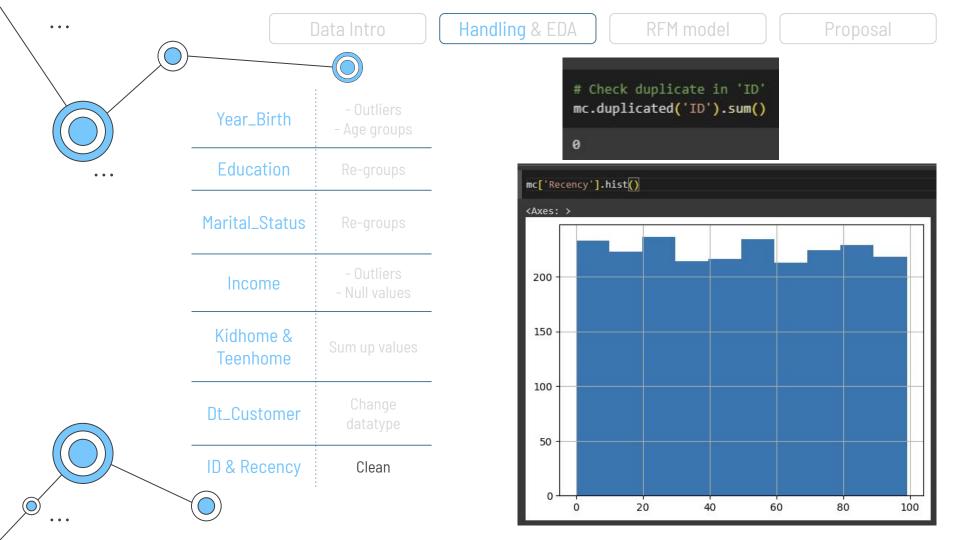


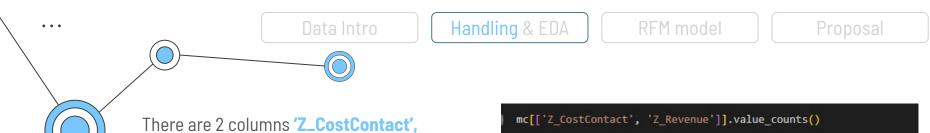








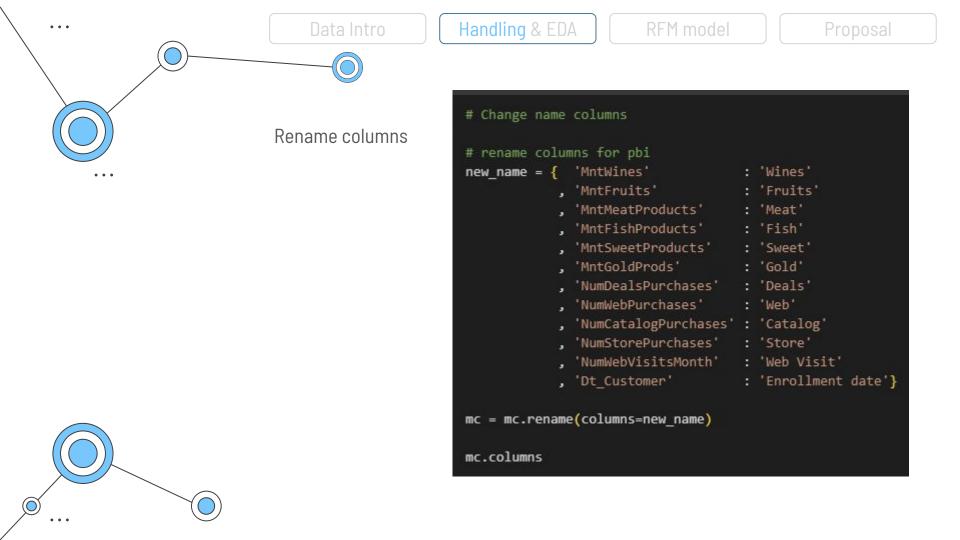




'Z_Revenue' have only 1 values of 3 and 11. Do not have contribute to data meaning.

Solution is drop both columns.

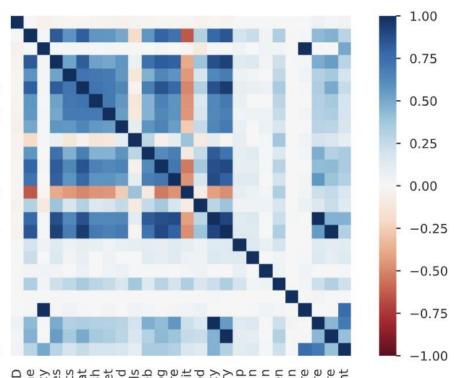
Drop other unnecessary columns and rearrange columns.



Data Intro Handling & EDA RFM model







Positive interaction:

Income

Products: Foods, Wines, Gold **Purchase channels**: Web,

store, catalog

Negative interaction:

Web visit

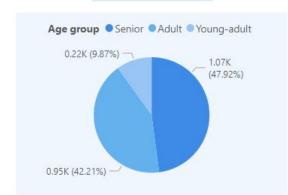
RFM model

Proposal

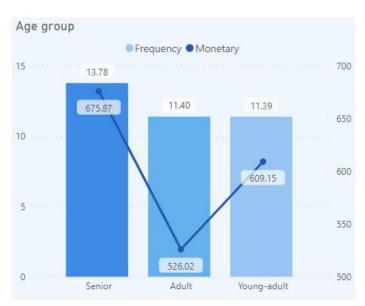


Customer anthropologies

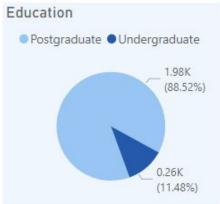
2239Customers



Most customer is Senior, following by Adult, more than 40%.



Senior also spend more and shopping more frequent.

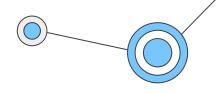


Most customer in group
Postgraduate

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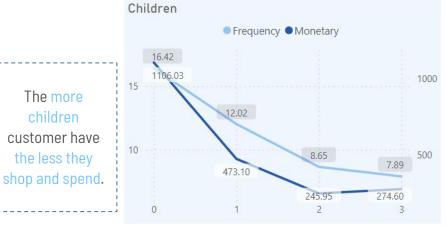


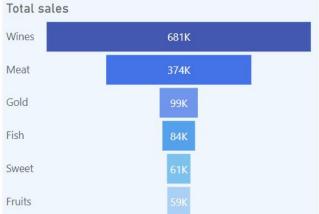
Customer behaviors

Postgraduate and Single spending more and shopping more.









Wines and Meat spending are significant different than other products.

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Customer behaviors

Customers mainly shopping at Store and Web.



0.01

0.02

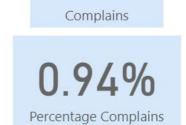
0.01

0.00

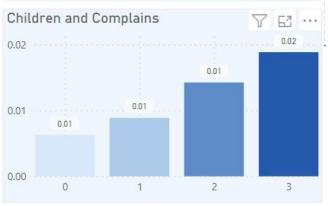
Undergraduate Postgraduate

Undergraduate and customer with children complain more than others.

Complain ratio in total customer is low, not enough 1%.

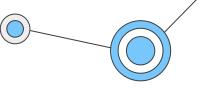


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Promotion interaction



Percentage of purchase orders using discount only accounts for 18,5% of the total number of orders.



Handling & EDA

Marital and Promotion

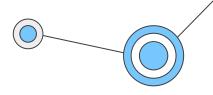
Single ● Couple

0.41

(43.99%)

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Promotion interaction

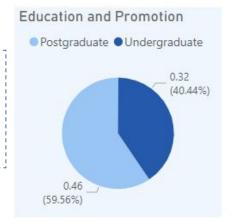


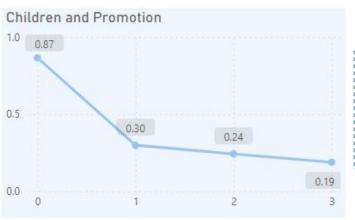
(56.01%)



Young-adult using promotion more but spend less than Senior and Adult.

Postgraduate using promotion more than Undergraduate.



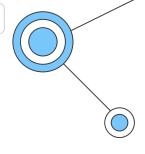


Customers with children pay less attention to about promotion.



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Customer characteristics



Mostly over 30 years old. Over 45 buy more than other age groups.



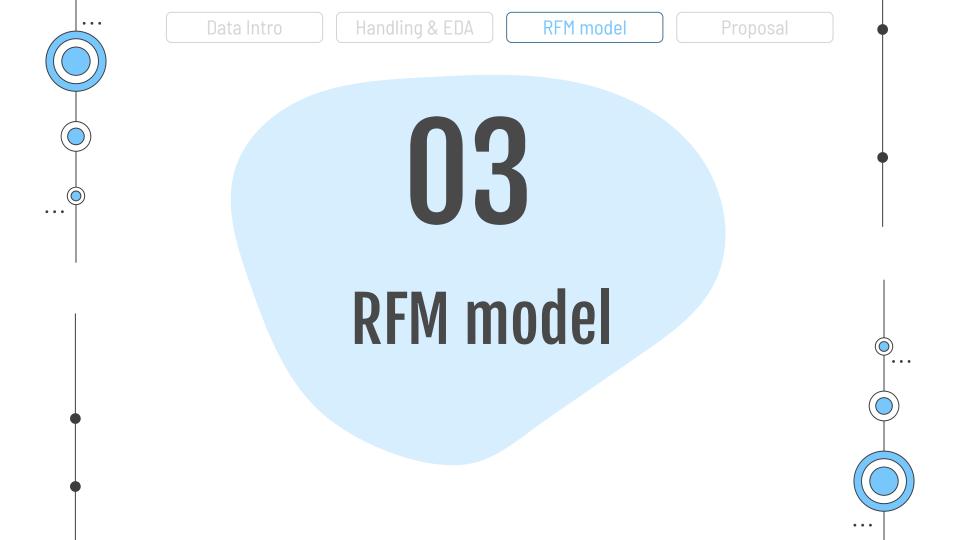
Postgraduate,
Single, customer with
no kid spend more and
use promotion more.







Customer **not interact**with promotion and
service.



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Recency

How recent the customer's last purchase



Frequency

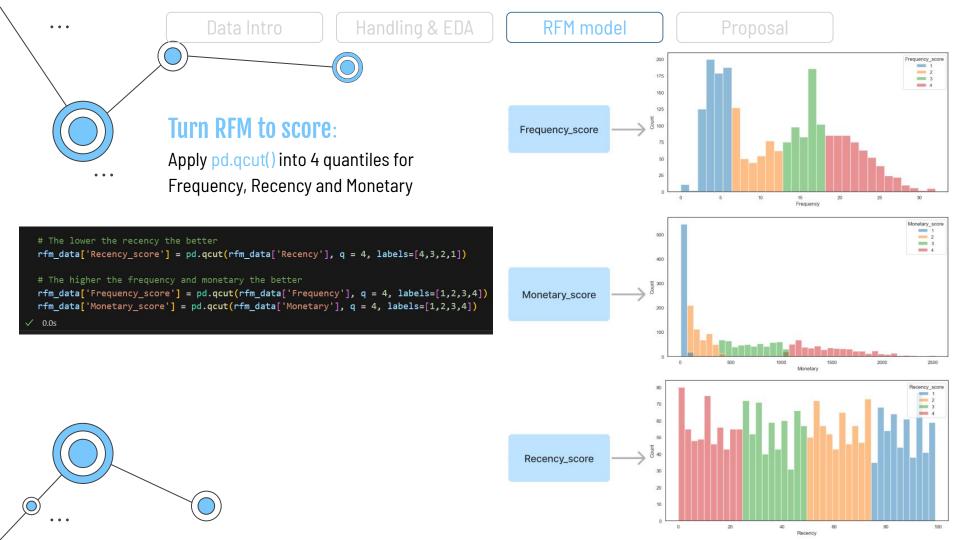
Number of orders that customer has placed



Amount of money customers has spent





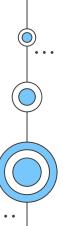


Data Intro Handling & EDA RFM model Proposal

Recency-to-Frequency Matrix

. . .

		Long time no see			Shopped recently
		R = 1	R = 2	R = 3	R = 4
Don't go much	F=1	Try once then quit	Don't really need our service/ product	Don't really need our service/ product	New Customer
	F = 2	Lost customer	Only go when needed or already have alternatives	Only go when needed	We got what they need
	F = 3	Lost customer	Only go when needed or already have alternatives	Only go when needed	They like us
Go alot	F = 4	Lost loyal customer	Fix the problem quick or we lose them	Something made our favorite customer sad	Loyal customer



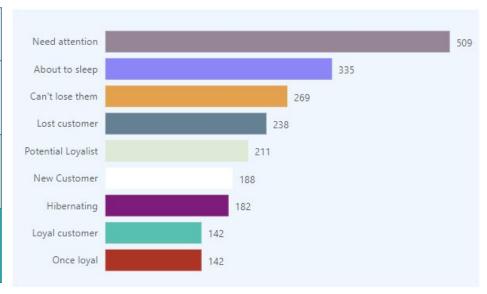
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Recency-to-Frequency Customer Segments

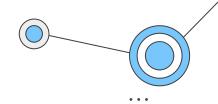
	R = 1	R = [2,3]	R = 4
F=1	Lost customer	About to sleep	New Customer
F = [2,3]	Hibernating	Need attention	Potential Loyalist
F = 4	Once loyal	Can't lose them	Loyal customer



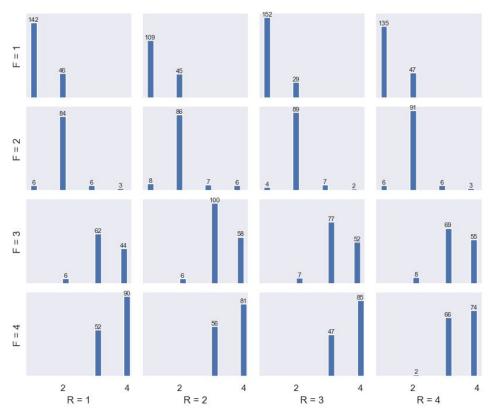
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How Customer spend money each Segment?

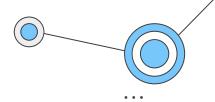


Observation

There is not much different between Recency. A clear pattern that: customers with **higher Frequency**, meaning those who make more purchases, **achieve higher Monetary ranks** due to their accumulated spending.

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How Customer spend money each Segment?



Observation

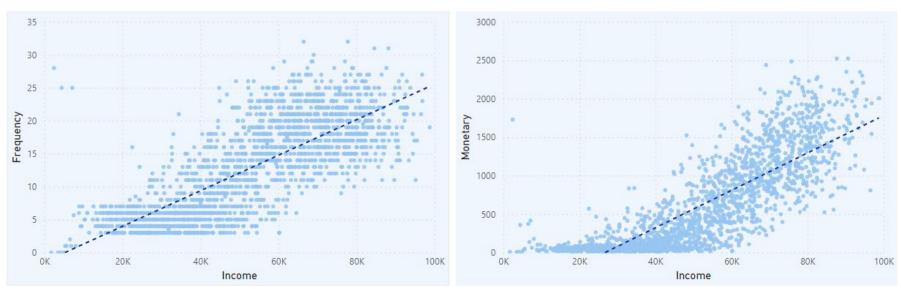
There is not much different between Recency. A clear pattern that: customers with **higher Frequency**, meaning those who make more purchases, **achieve higher Monetary ranks** due to their accumulated spending.

However, it is seen that customers who make high number of purchases have, on average, twice the income of those who make least purchases.

Data Intro | Handling & EDA | RFM model | Propos



How Customer spend money each Segment?

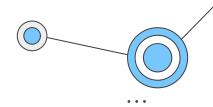


Observation

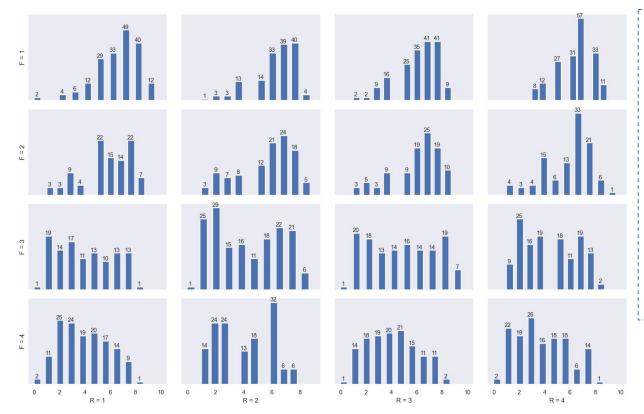
As customer income rises, there is an increasement in both the frequency of their purchases and the amount of money they spend.

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How often each Segment access Website?



Observation

There is not much different between Recency.

=> It suggests that even customers who have stopped buying continue to visit the company's website, making it a valuable channel for communication with customers.

Customers who buy from the company less frequently tend to visit the website more often.

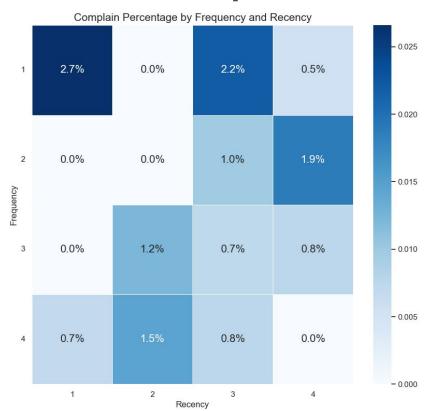
=> Customers might want to get more information on the product before buying.

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Did customers stop due to dissatisfaction?



Observation

The number of Complain is very low and there is no clear relation from RFM to Complain rate.

So complain should not be the factor of customer stop buying products from company.



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RFM model

Proposal

How to turn Customer to VIP?

Π	
	T

	R = 1	R = [2,3]	R = 4
F=1	Lost customer	About to sleep	New Customer
F = [2,3]	Hibernating	Need attention	Potential Loyalist
F = 4 Once loyal		Can't lose them	Loyal customer

Retention Campaigns

to Increase purchase volume



to Pull back Inactive Customer





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Proposal



Re-engagement Campaigns



Reactivation Messages

- send email/SMS messages to inactive customers
- personalized landing page with a time-limited coupon or offer



Abandoned Cart Recovery

- automated email reminder for customers who leave items in cart
- offer a time-sensitive discount or free shipping



Product Recommendations

- based on customer's previous purchase and web browsing activities
- promote products on sale or related campaigns



Community Engagement

- host community engagement events (local charities, social groups)
- Showcase the positive impact through communication channels



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Welcome and Onboarding

- personalized welcome email
- useful information, product guides
- special discount for new customer



Loyalty Program

- tiered loyalty where customers earn points for each purchase
- personalized offers based on their purchase history



Exclusive Content

- sneak peeks of new products
- add products based on high demand
- exclusive discount



Referral Program

- rewards or discounts for referring new customers
- more rewards if the referred customer purchase reach certain goal

Thanks!

Do you have any questions?

What we discussed

Data Introduction

Data Handling & EDA

RFM Model

Propose Stategy

