

# Customer Personality Analysis

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## 01 Data Introduction

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### Data source:

<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.

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Data shape: 29 columns x 2240 rows

### 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

1. 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

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# 02 Data Handling & EDA

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### Check null and Duplicate:

- No duplicate
- Have null values in Income column

```
# no duplicated
mc.duplicated().sum()
0
```

```
# 'Income' has null values
mc.isna().sum()

ID 0
Year_Birth 0
Education 0
Marital_Status 0
Income 24
Kidhome 0
Teenhome 0
Dt_Customer 0
Recency 0
MntWines 0
MntFruits 0
MntMeatProducts 0
MntFishProducts 0
MntSweetProducts 0
MntGoldProds 0
NumDealsPurchases 0
NumWebPurchases 0
NumCatalogPurchases 0
NumStorePurchases 0
NumWebVisitsMonth 0
AcceptedCmp3 0
AcceptedCmp4 0
AcceptedCmp5 0
AcceptedCmp1 0
AcceptedCmp2 0
Complain 0
Z_CostContact 0
Z_Revenue 0
Response 0
dtype: int64
```

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Year\_Birth

- Outliers  
- Age groups

Education

Marital\_Status

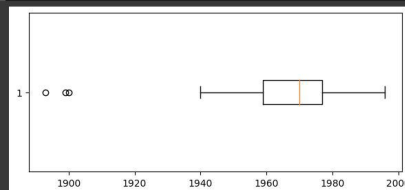
Income

Kidhome &  
Teenhome

Dt\_Customer

ID & Recency

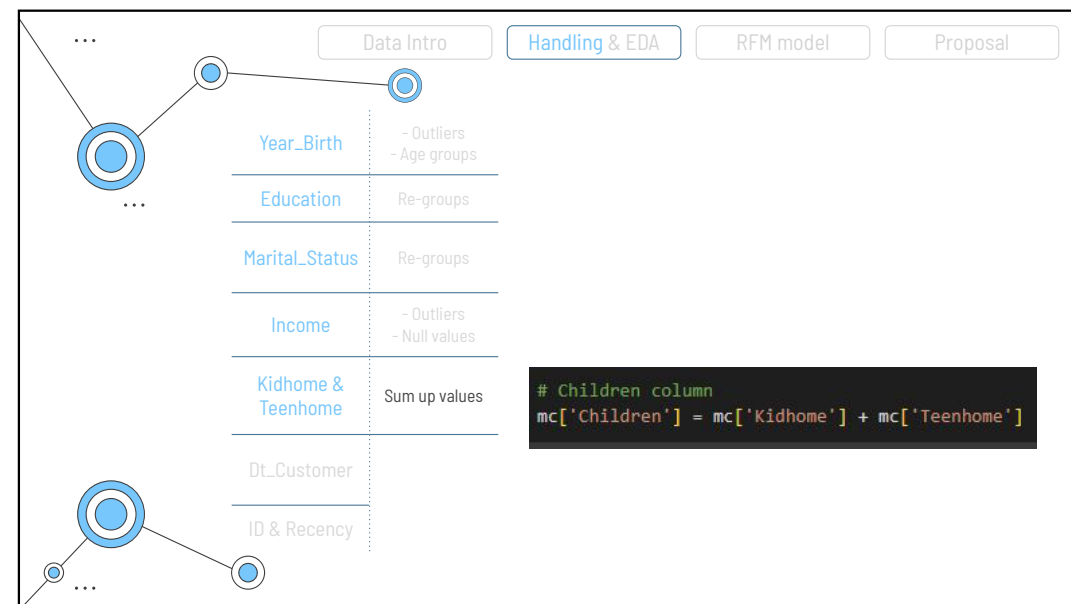
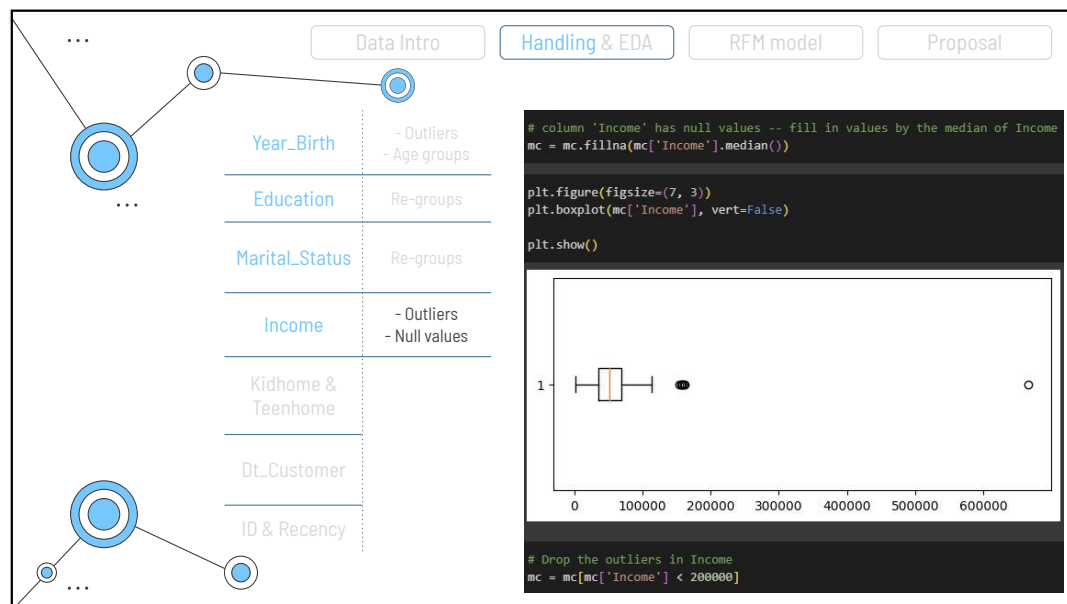
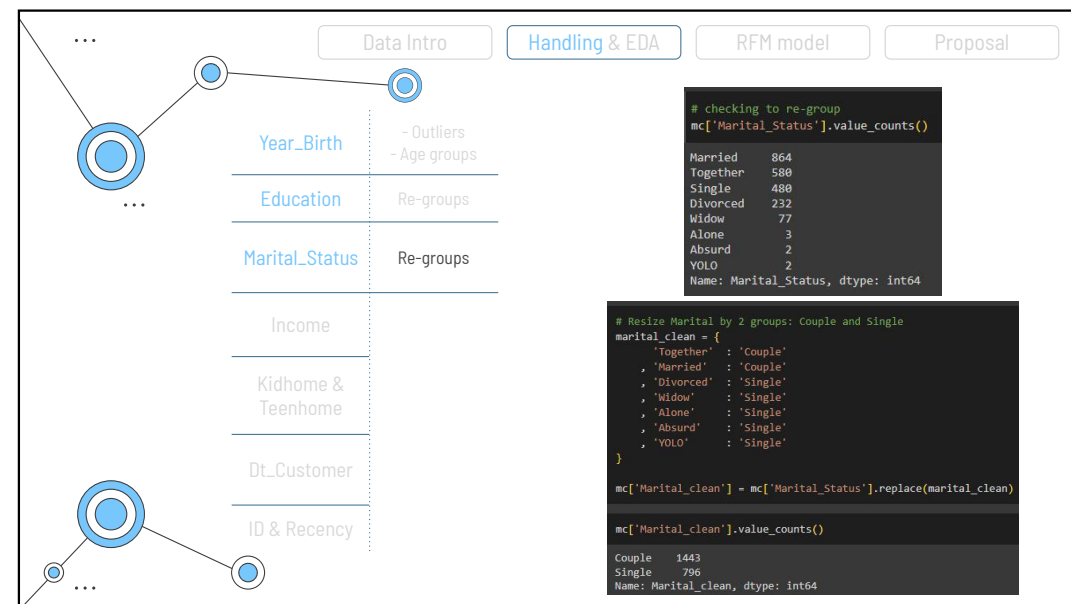
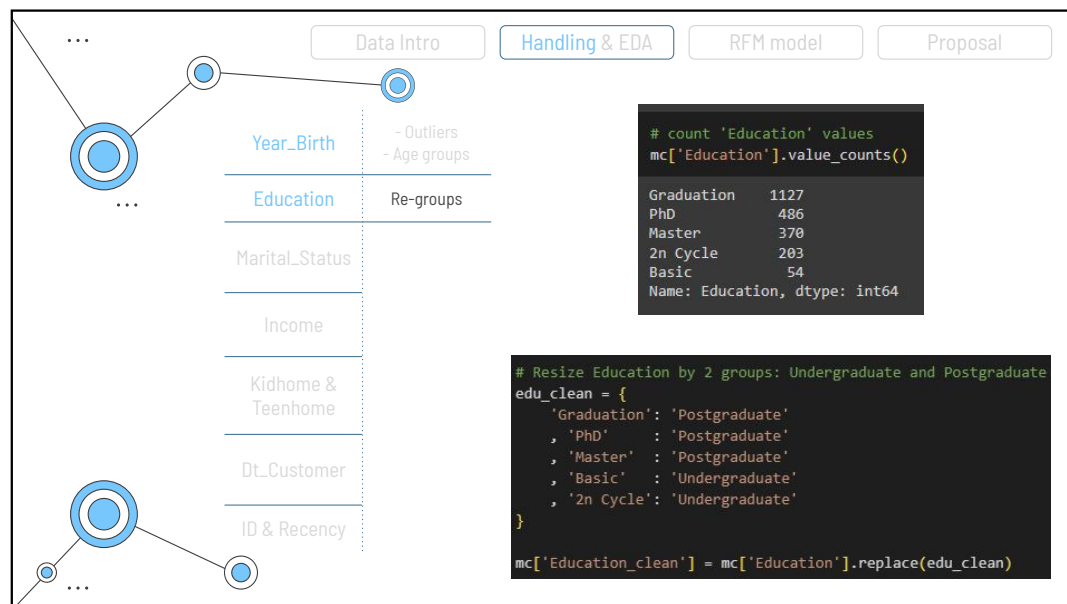
```
plt.figure(figsize=(7, 3))
plt.boxplot(mc['Year_Birth'], vert=False)
plt.show()
```



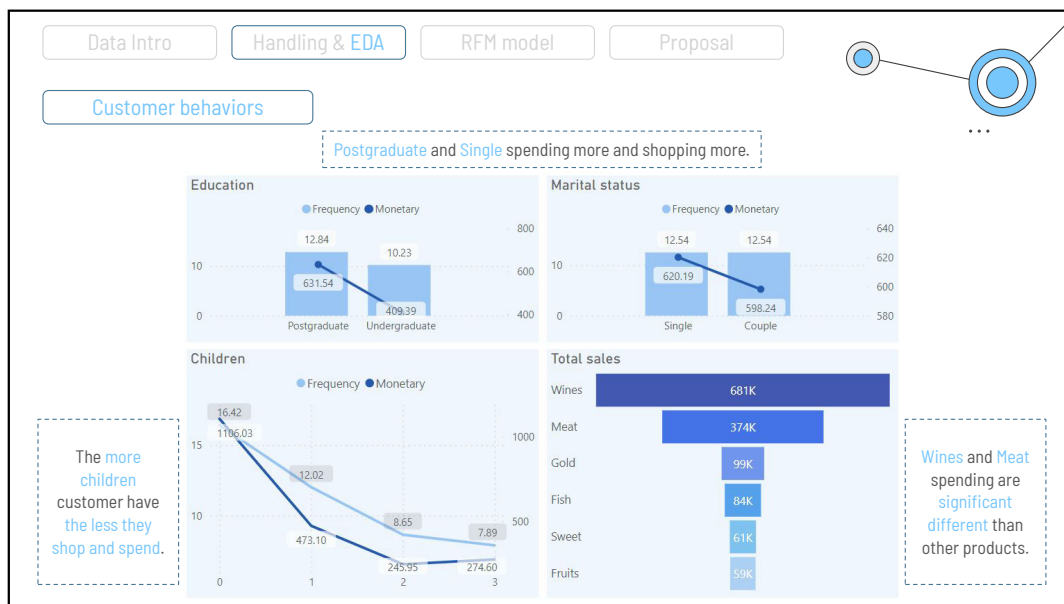
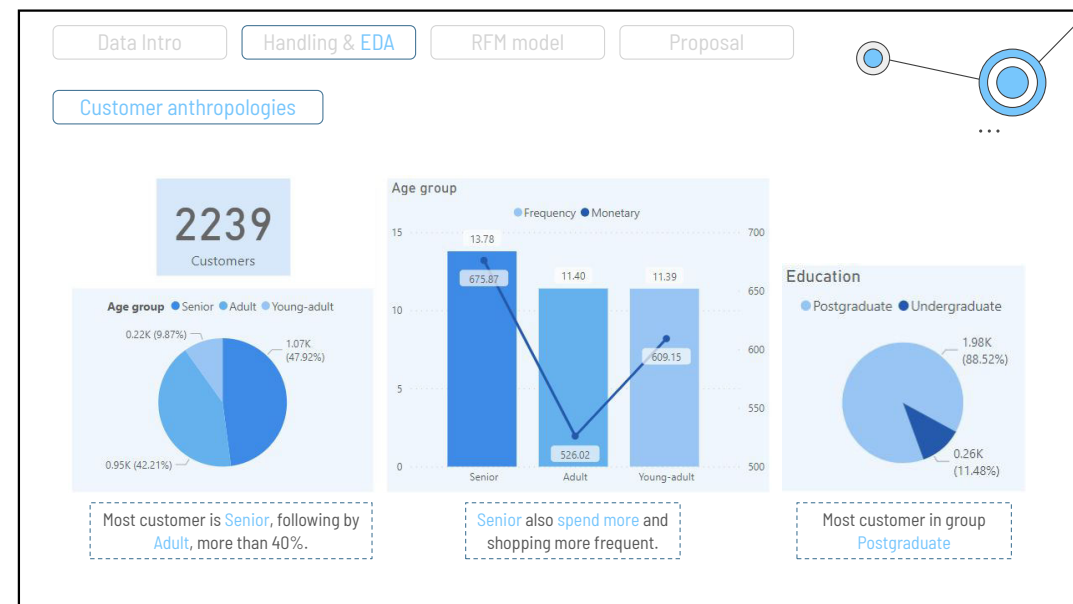
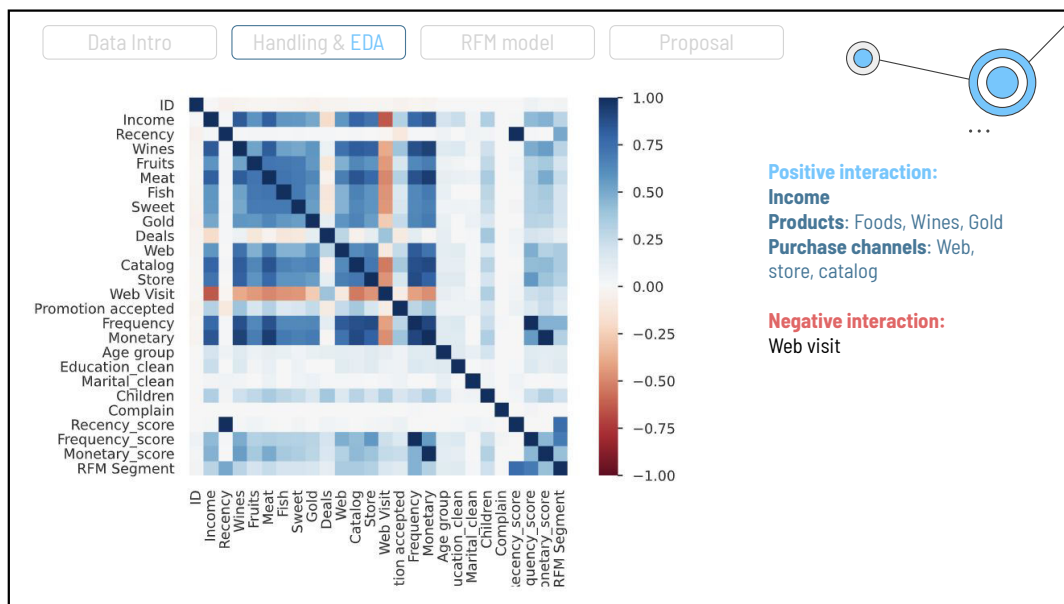
```
# considering that the data were incorrectly fill ... change to the median data
mc.loc[mc['Year_Birth'] <= 1980, 'Year_Birth'] = int(mc['Year_Birth'].median())

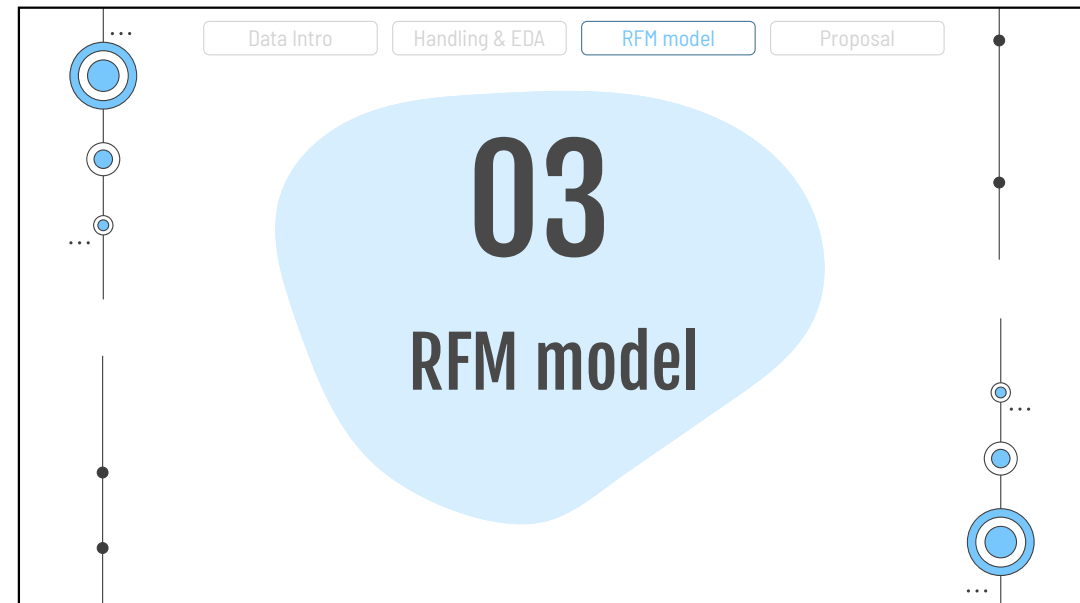
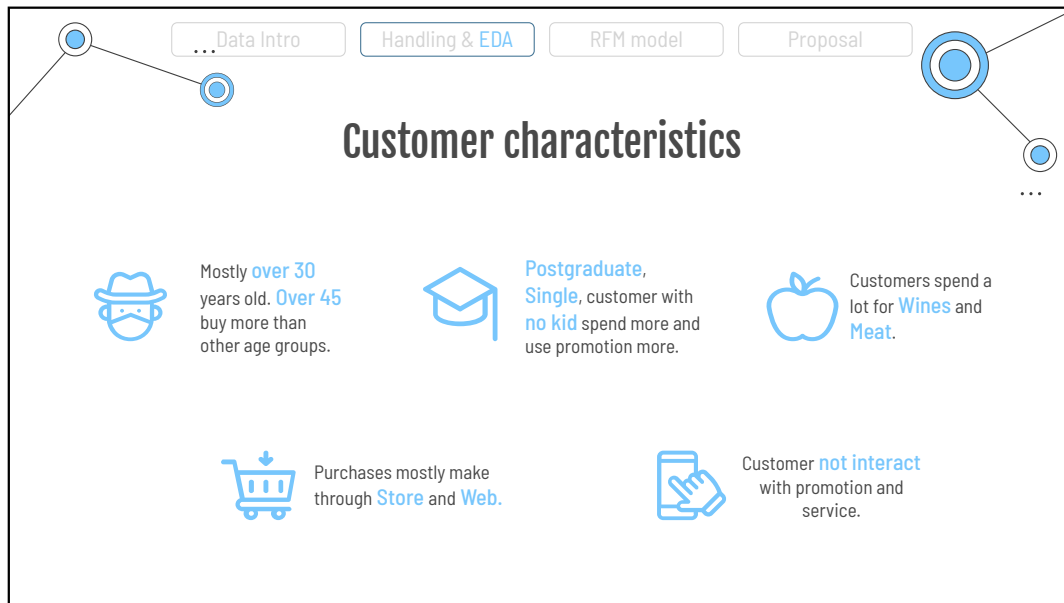
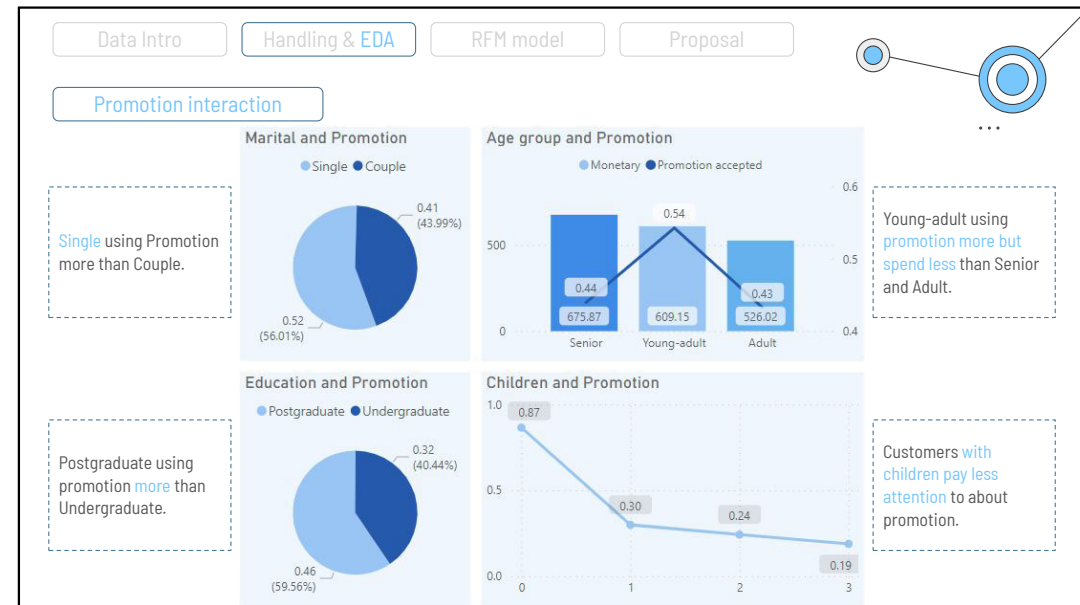
# create birth group
def Birth_group(x):
    if x >= 45:
        return 'Senior'
    elif x >= 30:
        return 'Adult'
    elif x >= 18:
        return 'Young-adult'
    else:
        return 'Children'

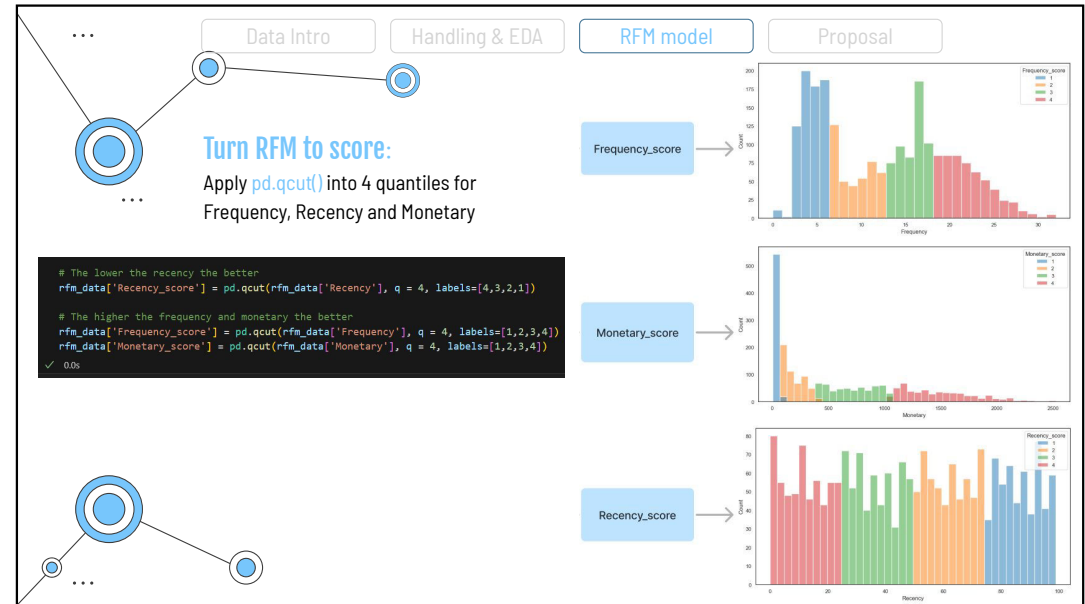
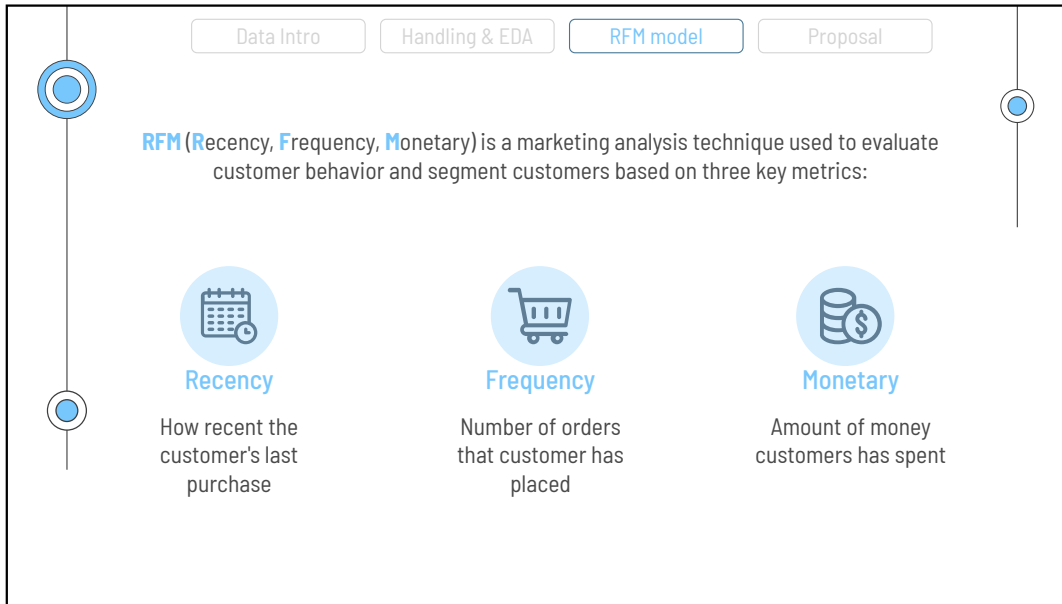
mc['Age group'] = (2014 - mc['Year_Birth']).apply(Birth_group)
```











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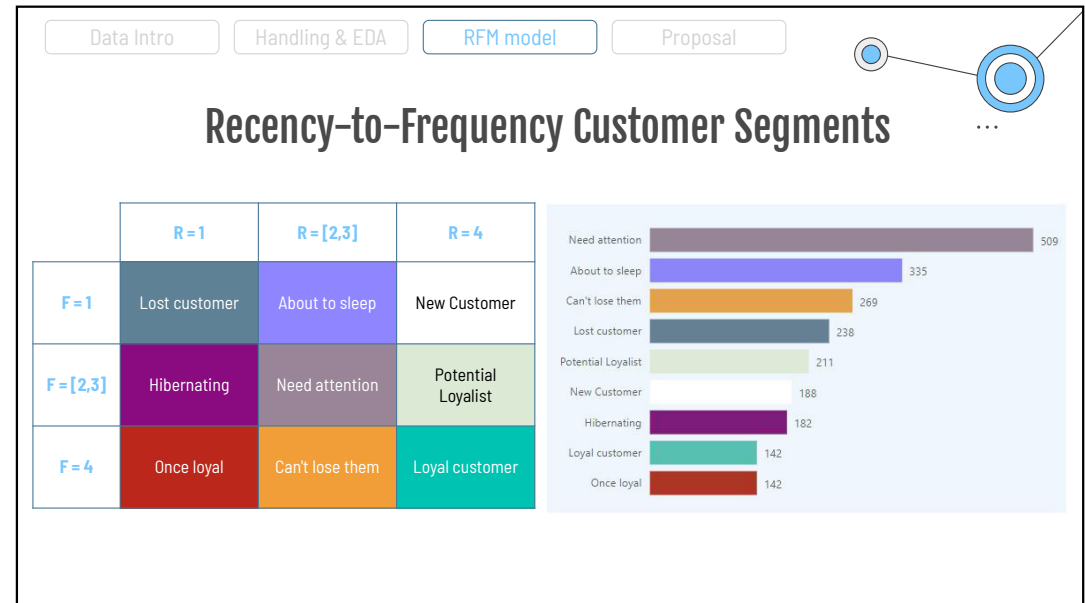
RFM model

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**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

...





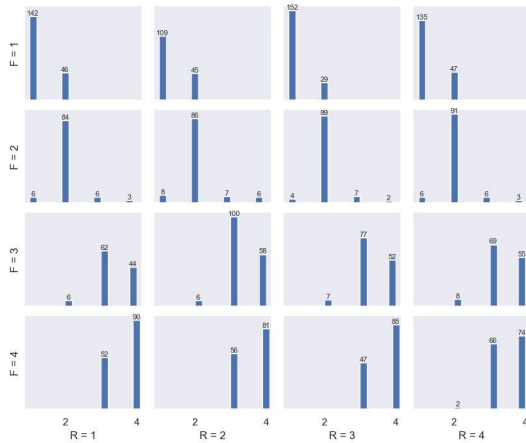
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## How Customer spend money each Segment?



### 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.

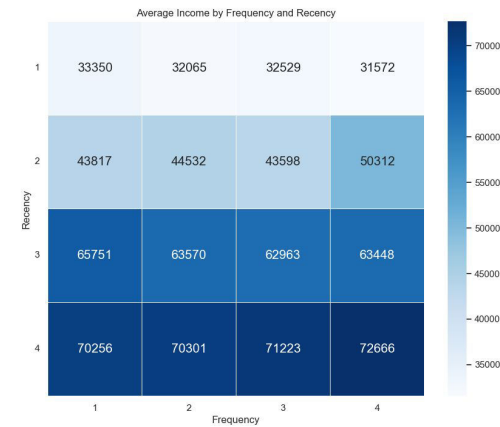
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## How Customer spend money each Segment?



### 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**.

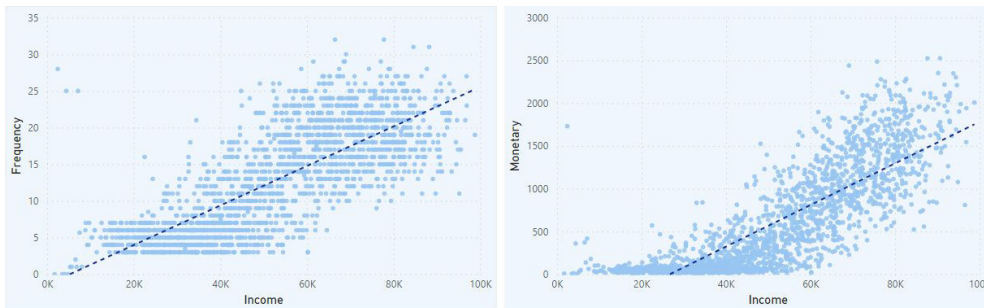
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## How Customer spend money each Segment?



### Observation

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

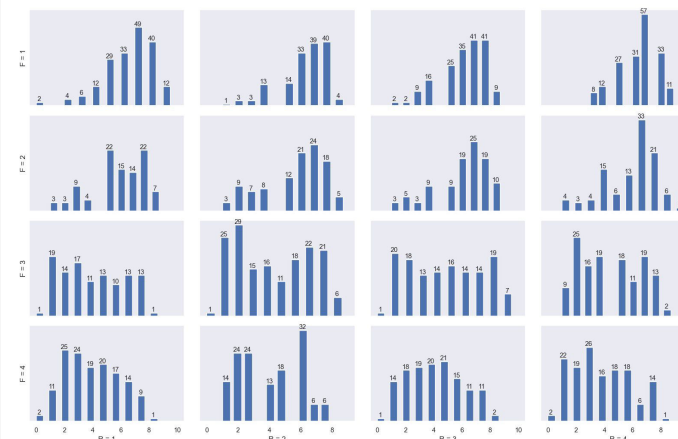
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## How often each Segment access Website?



### Observation

There is not much different between Recency.

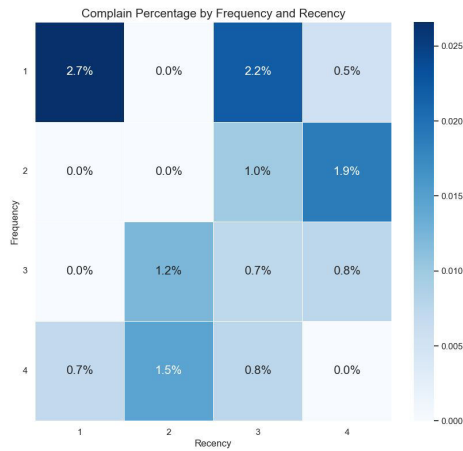
=> It suggests that even **customers who have stopped buying continue to visit the company's website**, making it a valuable channel for communication with customers.

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.



## 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.

# 04 Propose Strategy

## How to turn Customer to VIP?

	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

**Re-engagement Campaigns**  
to Pull back Inactive Customer

## 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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## Retention Campaigns



### 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

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Propose Strategy