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# Craver Solutions: MDS Capstone

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Kumar Mahesh





# Introduction

- Craver, an innovative engagement platform, facilitates seamless connections between restaurants and customers through various channels like mobile apps and online ordering.
- **PROBLEM STATEMENT:** Understanding guest behavior and optimizing merchant success within Craver's ecosystem.
- **DELIVERABLES:** Report & Dashboard
- The goal is to derive actionable insights to enhance customer engagement and increase profitability for Craver and its merchants.

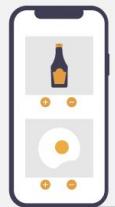
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# Aims & Objectives

The aim of this project is to provide actionable insights for Craver, focusing on enhancing customer engagement and optimizing merchant success within their ecosystem.

Key objectives to be accomplished include:

1. Case study by focusing on two large merchants: Merchant J and Merchant L
  - a. Analyze loyalty program impact on guest behavior and merchant growth - Natalie Coutinho
  - b. Analyze customer growth pattern of the two merchants - Jade Yu
  - c. Correlated product items purchasing analysis - Natalie Coutinho
  - d. The impact of Craver on customer growth - Jade Yu
  - e. Recurring trends analysis on a consumer basis - Natalie Coutinho
2. Identify factors driving customer repurchase behavior. - Christopher Mulya
3. Assess how restaurant types affect merchant success metrics. - Jacob Rosen
4. Identify traits of high-revenue merchants. - Pranav Kumar Mahesh
5. Analyze cart abandonment rates and purchase trends for process optimization. - Jade Yu



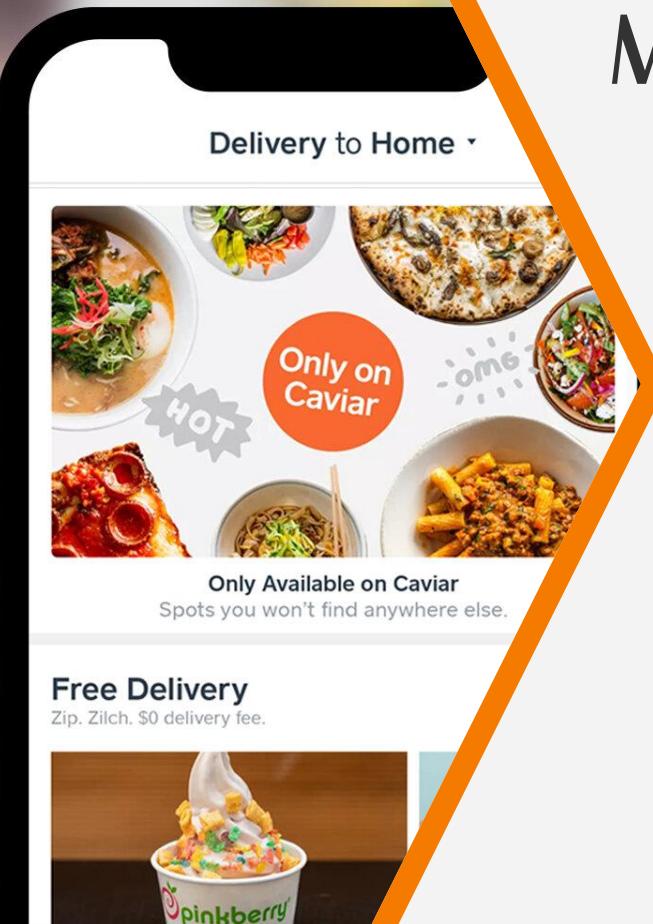
# Dataset



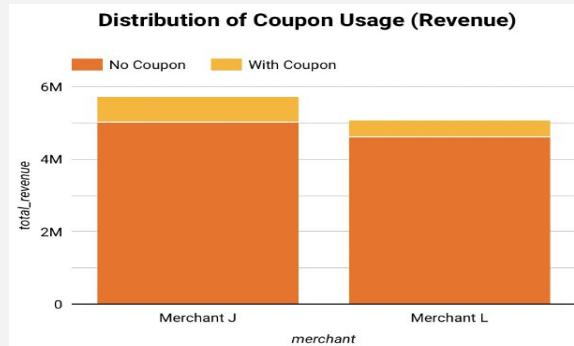
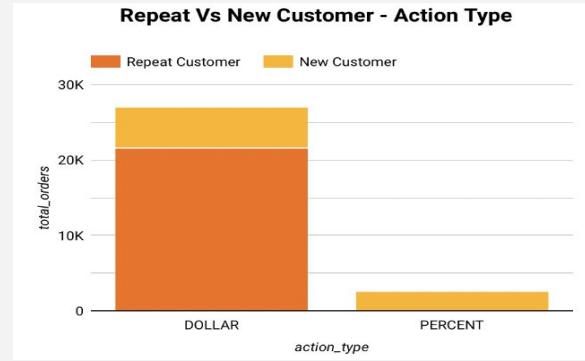
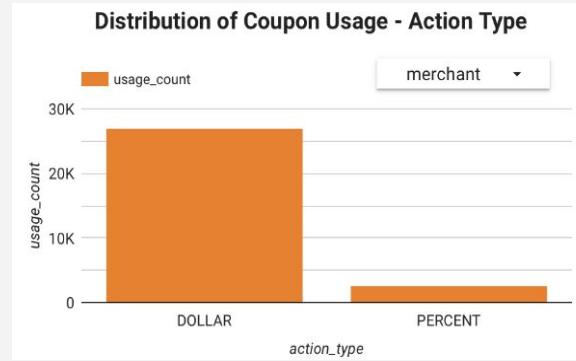
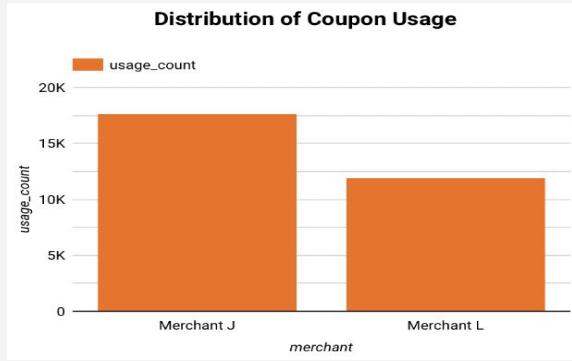
# Methodology & Analysis

## Objective I(a):

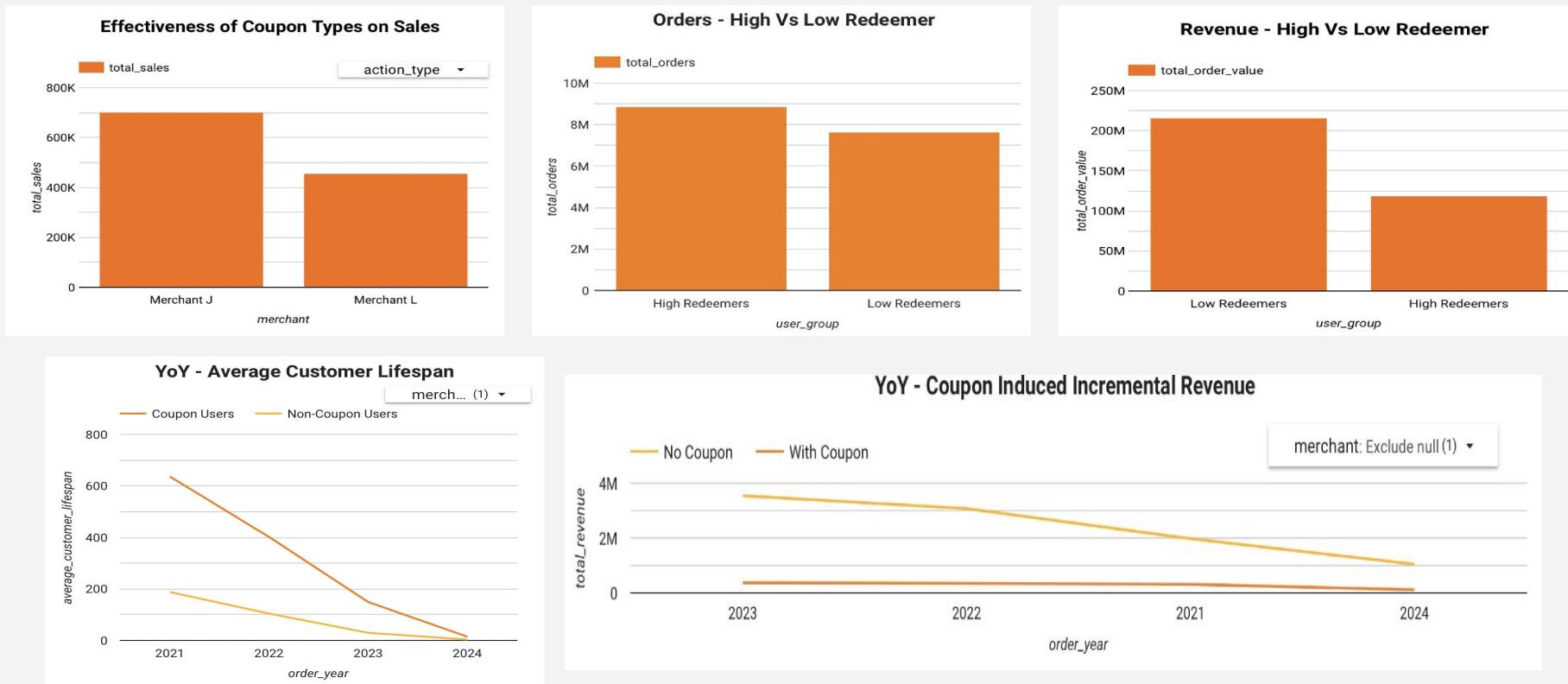
(Merchant J/Merchant L) Analyzing **loyalty program influence** on guest return behavior, investigating how earning and using credit (coupons) influences guests' behavior when ordering.



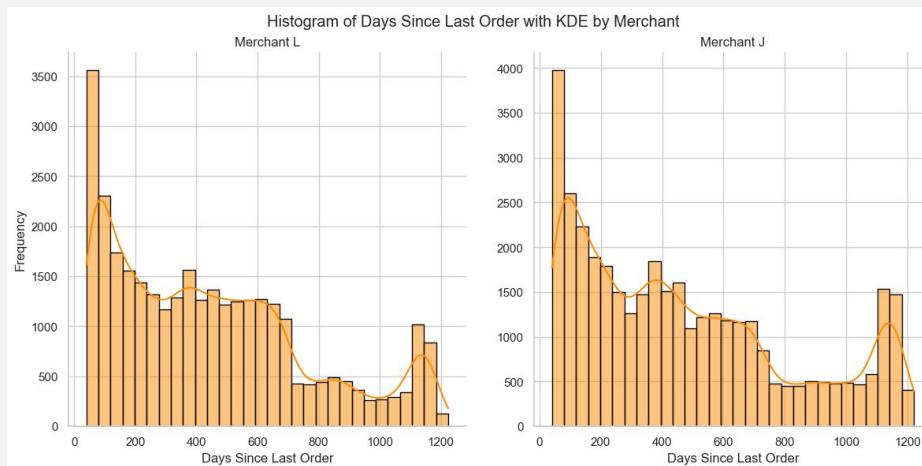
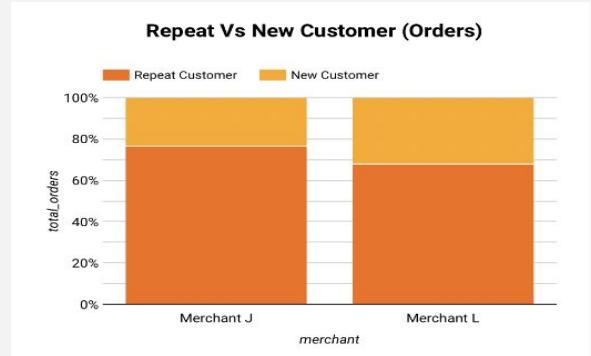
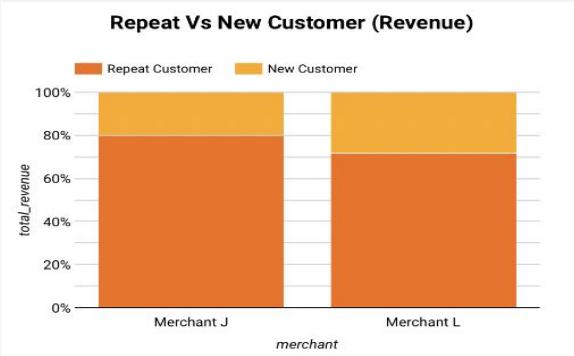
# Influence of Coupons on Customer Behaviour



# Influence of Coupons on Customer Behaviour



# Retention Analysis





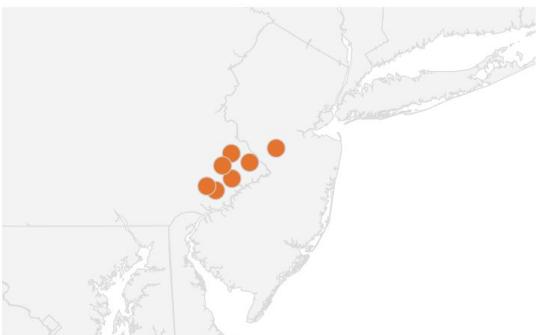
# Objective I(b):

*Comparing the **growth of customer behavior** in terms of their evolution as a Merchant J and/or Merchant L customer (i.e. if they were just a customer of Merchant J and then became one at Merchant L too and vice versa)*

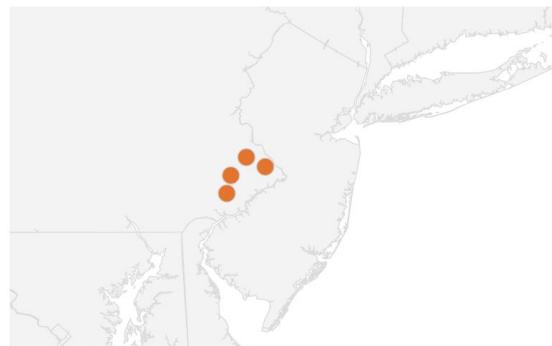
# Active Locations

Square Payment History				
location_name_anonymous	earliest_payment	latest_payment	total_payment_count	total_payment_count
J 1	Nov 1, 2020	Mar 31, 2024	69527	69,527
J 2	Nov 1, 2020	Mar 31, 2024	57055	57,055
J 3	Nov 1, 2020	Mar 31, 2024	123763	123,763
J 4	Nov 1, 2020	Mar 31, 2024	67673	67,673
J 5	Nov 1, 2020	Mar 31, 2024	97933	97,933
J 6	Nov 1, 2020	Mar 31, 2024	78675	78,675
J 7	Nov 1, 2020	Mar 31, 2024	48915	48,915
L 1	Jan 1, 2023	Mar 31, 2024	22013	22,013
L 2	Nov 1, 2020	Mar 31, 2024	51986	51,986
L 3	Nov 1, 2020	Mar 31, 2024	77475	77,475
L 4	Nov 1, 2020	Mar 31, 2024	49194	49,194
Grand total				744,209

Active Locations of J



Active Locations of L



# Customer Profile

History Distinct Customers of Merchant J

**106,132**

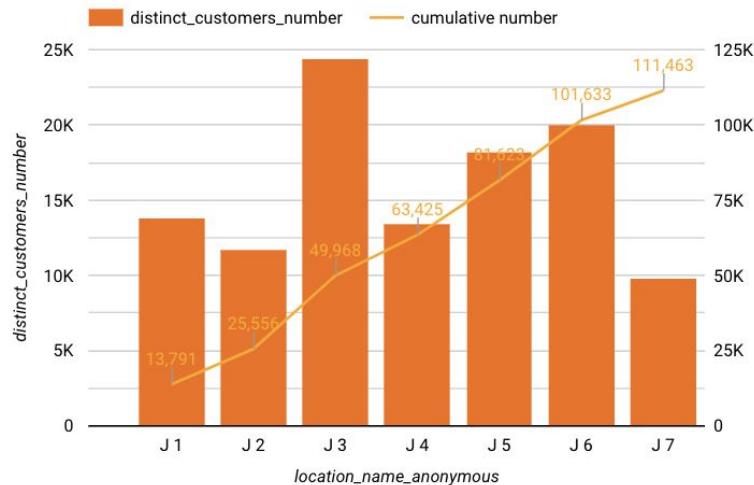
History Distinct Customers of Merchant L

**41,415**

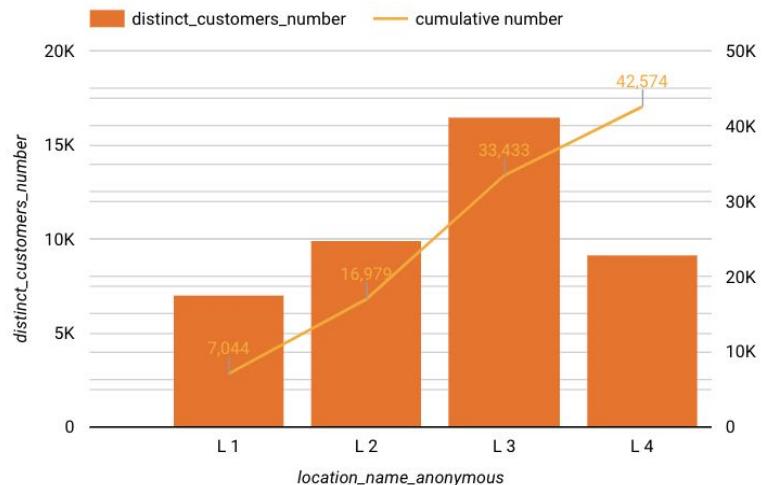
Shared Customers

**7,609**

Distinct Customers Per Location



Distinct Customers Per Location



# Shared Customers Analysis

Average Time to Become Customer of Both Merchant(days)

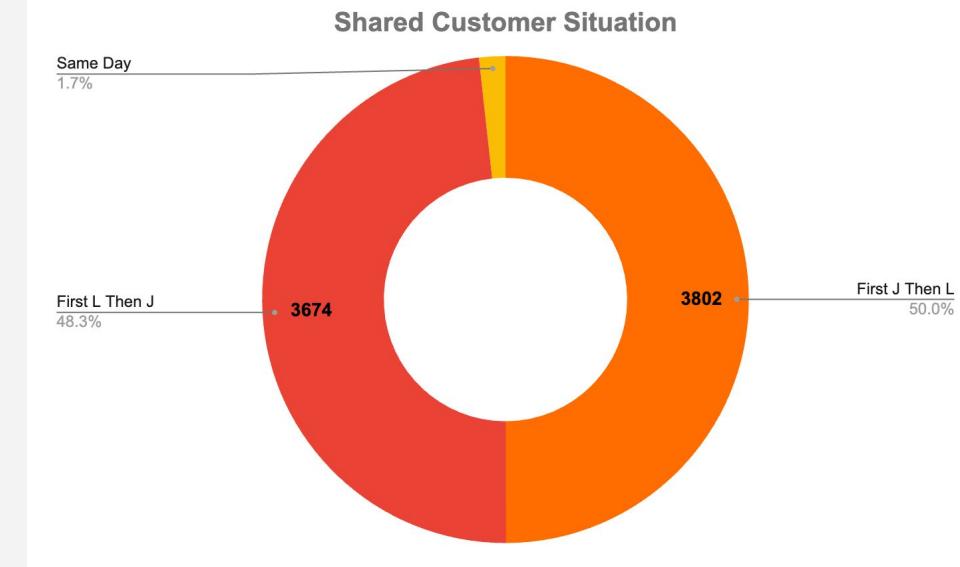
**175.83**

Average Time to Become Customer of L After J(days)

**162.85**

Average Time to Become Customer of J After L(days)

**195.63**



# Objective I(c):

*(Merchant J/Merchant L) How we can **increase ticket values** based on recurring trends.*



# Market Basket Analysis

Row	product_id_1	product_id_2	product_name_1	product_name_2	pair_count	basket_count	support	confidence	lift
1	36878	37452	10 Burger Pack	Pino Noir / Poppy	41760	36161	0.003478186429	1.100042605462...	9.585122317534
2	78345	78351	Hot Chocolate	Tea	38634	31358	0.003016204476...	0.623257519133...	9.027625186579..
3	37452	37454	Pino Noir / Poppy	Route Stock Cabernet	37076	32191	0.003096327517...	0.030842326736...	6.881744389808..
4	37452	41022	Pino Noir / Poppy	Mtsvadi and Wine for dad	28125	25346	0.002437933498...	0.024284104670...	3.185093014565..
5	78348	78351	Dirty Chai	Tea	23013	17994	0.001730773115...	0.623535934576...	9.030209045274..
6	37452	37472	Pino Noir / Poppy	327-Sequin Manuel Bourgogne ...	20833	18233	0.001753761598...	0.017469110726...	1.101089215215..
7	36877	37454	Clam Strips & Fries	Route Stock Cabernet	20079	17235	0.001657767847...	0.084740345943...	1.890782771571..
8	47172	47173	Toast and Jam	Add Grilled Chicken	18657	10237	0.000984657351...	0.242588686935...	8.996428219384..
9	78339	78351	Flat White	Tea	15464	13936	0.001340449824...	0.538818434890...	7.803308253297..
10	37252	37452	Carlsberg	Pino Noir / Poppy	14752	12654	0.001217139213...	0.093123546554...	8.922204497188..

$$Support = \frac{freq(A, B)}{N}$$

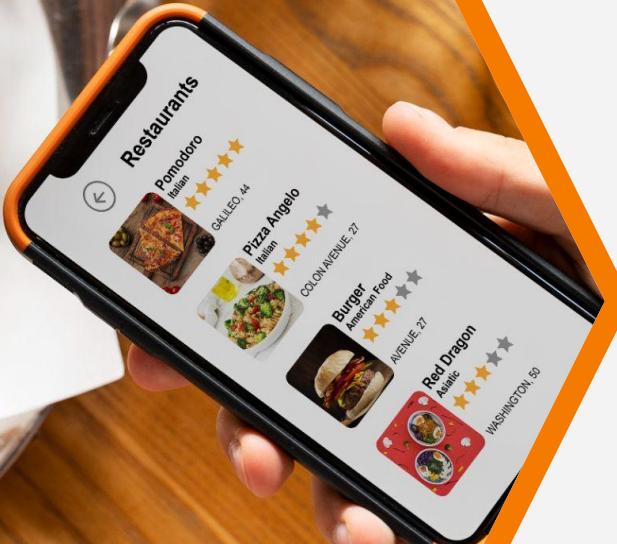
$$Confidence = \frac{freq(A, B)}{freq(A)}$$

$$Lift = \frac{Support(A \cup B)}{Support(A) \times Support(B)}$$



# Objective I(d):

*Customer patterns/growth **before and after** the installation of Craver*

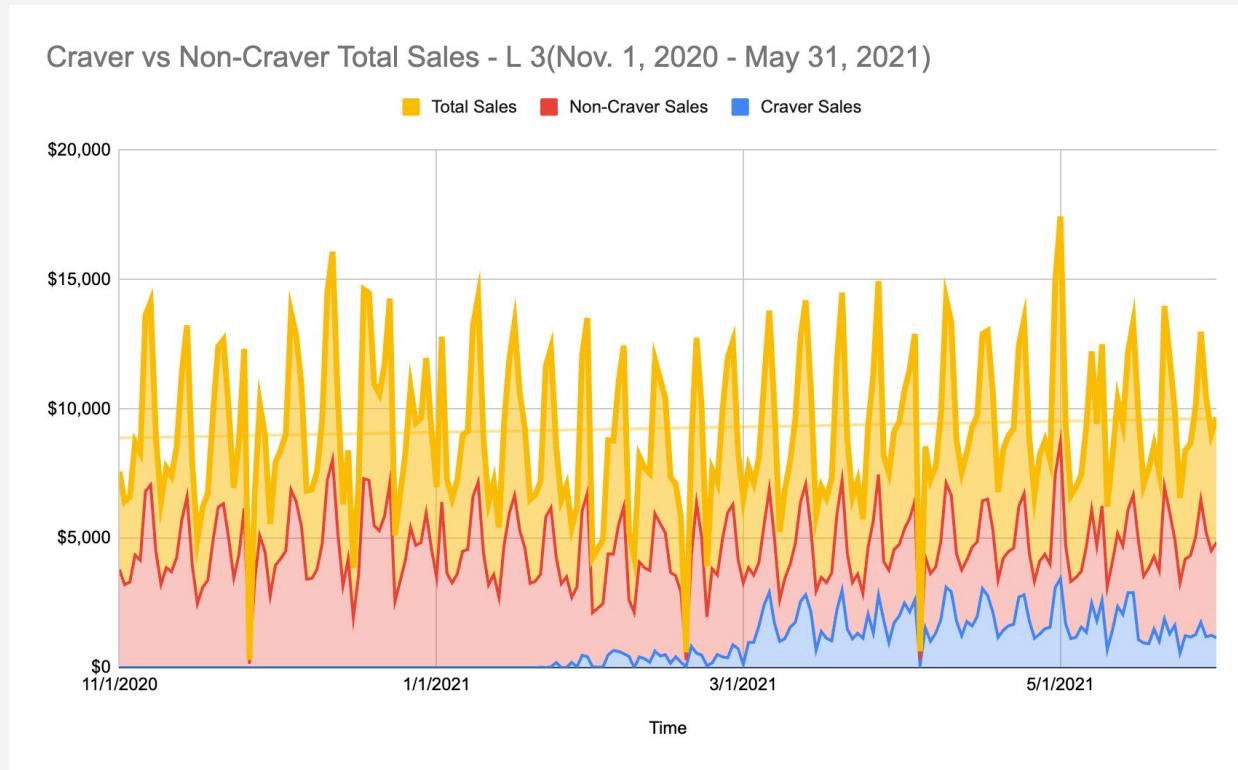


# Craver Installation Date Identified

Craver Order History				
location_name_anonymous	earliest_order	latest_order	total_craver_orders_count	total_craver_orders_count
J 1	Jan 23, 2021	Apr 16, 2024	19432	19,432
J 2	Jan 17, 2021	Apr 16, 2024	16098	16,098
J 3	Jan 18, 2021	Apr 16, 2024	30904	30,904
J 4	Jan 24, 2021	Apr 16, 2024	16553	16,553
J 5	Jan 7, 2021	Apr 16, 2024	21224	21,224
J 6	Jan 24, 2021	Apr 16, 2024	14065	14,065
J 7	Jan 22, 2021	Apr 16, 2024	14771	14,771
L 1	Mar 20, 2021	Apr 17, 2024	18417	18,417
L 2	Jan 19, 2021	Apr 16, 2024	31349	31,349
L 3	Jan 16, 2021	Apr 17, 2024	42471	42,471
L 4	Jan 21, 2021	Apr 16, 2024	30772	30,772
Grand total			256,056	

Square Payment History				
location_name_anonymous	earliest_payment	latest_payment	total_payment_count	total_payment_count
J 1	Nov 1, 2020	Mar 31, 2024	69527	69,527
J 2	Nov 1, 2020	Mar 31, 2024	57055	57,055
J 3	Nov 1, 2020	Mar 31, 2024	123763	123,763
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L 3	Nov 1, 2020	Mar 31, 2024	77475	77,475
L 4	Nov 1, 2020	Mar 31, 2024	49194	49,194
Grand total				744,209

# Effect of the Installation of Craver

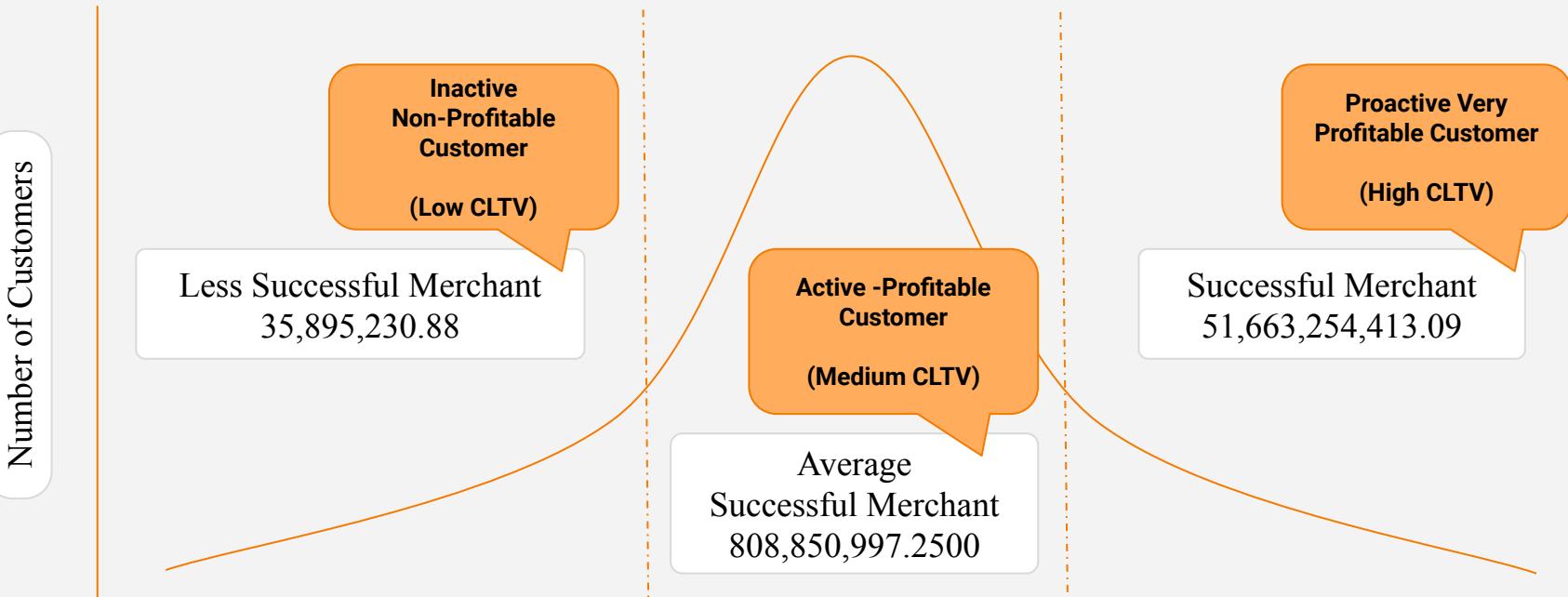


# Objective I(e):

*(Merchant J/Merchant L) Other basic **recurring trends** on a consumer basis (i.e. popularity of items, what sells based on time of year, etc.).*



# Customer Lifetime Value



Customer Lifetime Value = Customer Value x Average Customer Lifespan



## Objective 2:

*Identify patterns from orders data to differentiate between **sticky** and **non-sticky** guests and the factors influencing customer repurchase behavior at **successful** and **less successful merchants**.*

# Aggregated Table (via BigQuery)

1

**Merchant X (Successful Merchant)**

Row	user_id	total_orders	points	orders_with_coupons	reorder_rate_per_week	reorder_rate_per_month	avg_time_between_orders	expected_time_between_orders	lapsed_metric
1	34897	490	87	140	2.37	10.21	3.0	3.0	0.0
2	35350	511	141	199	2.49	10.87	2.0	3.0	0.0
3	35542	383	20318	138	1.86	8.15	3.0	4.0	0.0
4	35789	38	70	34	0.2	0.86	34.0	54.0	0.43
5	35795	557	10380	266	2.7	11.6	2.0	2.0	1.68
6	37272	1	0	0	nuli	nuli	nuli	nuli	nuli
7	38334	123	194	0	0.6	2.67	11.0	13.0	1.24
8	38343	29	213	0	0.18	0.78	40.0	75.0	3.88

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2

**Merchant Y (Less Successful Merchant)**

Row	user_id	total_orders	points	orders_with_coupons	reorder_rate_per_week	reorder_rate_per_month	avg_time_between_orders	expected_time_between_orders	lapsed_metric
1	189959	28	1000	24	0.16	0.68	47.0	110.0	0.24
2	200270	7	131	4	3.5	nuli	4.0	9.0	136.44
3	200290	2	47	1	nuli	nuli	nuli	nuli	nuli
4	200407	1	40	0	nuli	nuli	nuli	nuli	nuli
5	200529	1	40	0	nuli	nuli	nuli	nuli	nuli
6	200662	1	40	0	nuli	nuli	nuli	nuli	nuli
7	200668	6	90	0	0.67	2.0	15.0	29.0	40.91
8	200673	305	21	256	3.11	13.26	2.0	3.0	220.63
9	200677	8	48	0	0.42	2.0	22.0	39.0	27.66

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Duration since last order

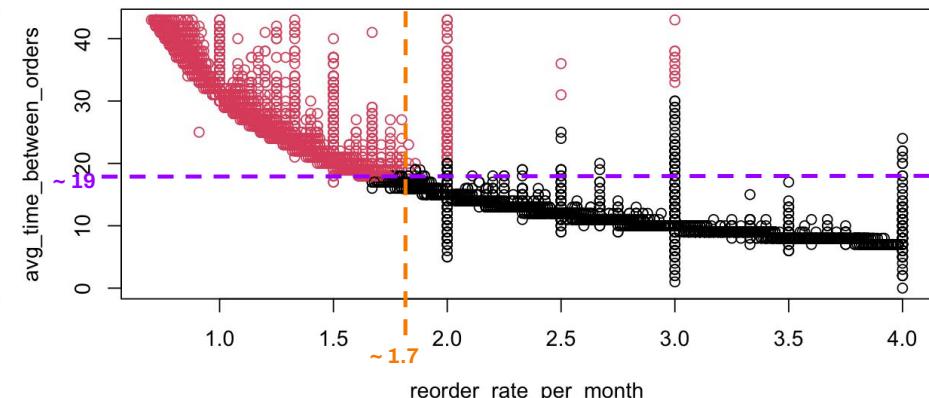
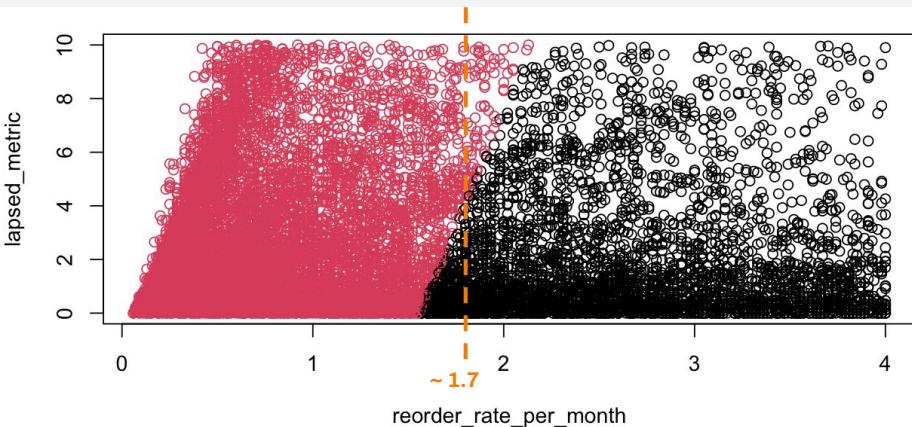
Expected time between orders

# Merchant X: Statistics / Thresholds Determination

Category	Min	Q1	Median	Q3	Max	Average
total_orders	1	10	42	123	2806	110.07
points	-76	54	113	190	24916	187.80
orders_with_coupons	0	0	0	0	511	0.19
reorder_rate_per_week	0.01	0.18	0.39	0.85	13.62	0.73
reorder_rate_per_month	0.04	0.76	1.66	3.55	59.7	3.08
avg_time_between_orders	0	8	19	43	1422	41.17
lapsed_metric	0	0.45	2.22	9.63	2063.57	17.10

Users can be categorized as:

- **STICKY** : If  $\text{'reorder\_rate\_per\_month'} > 1.7$  and  $\text{'avg\_time\_between\_orders'} < 19$
- **NON-STICKY** : If  $\text{'reorder\_rate\_per\_month'} < 1.7$  and  $\text{'avg\_time\_between\_orders'} > 19$



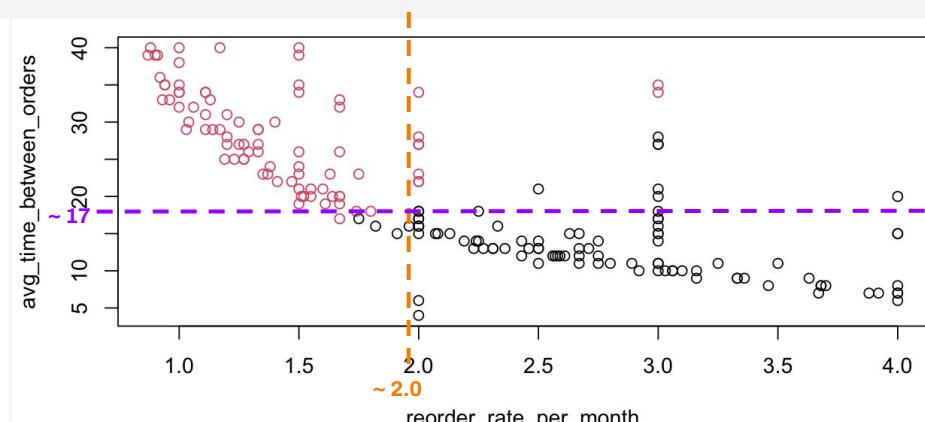
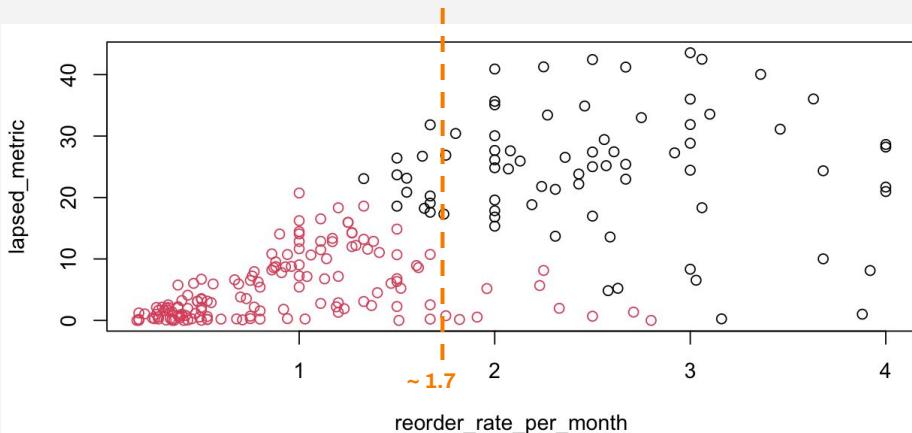
*k-means clustering visualizations*

# Merchant Y: Statistics / Thresholds Determination

Category	Min	Q1	Median	Q3	Max	Average
total_orders	1	1	3	11	594	15.33
points	0	40	49	80	1917	83.28
orders_with_coupons	0	0	0	1	343	4.38
reorder_rate_per_week	0.04	0.23	0.5	1	6	0.82
reorder_rate_per_month	0.17	0.9125	2	3.5975	20	2.87
avg_time_between_orders	0	7	17	40	371	35.76
lapsed_metric	0	2.6525	14.375	43.805	1685.39	49.69

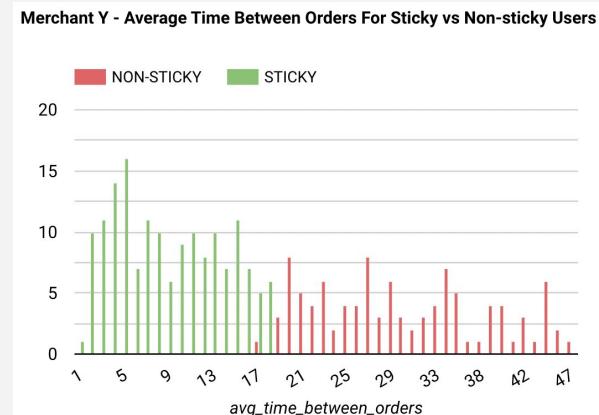
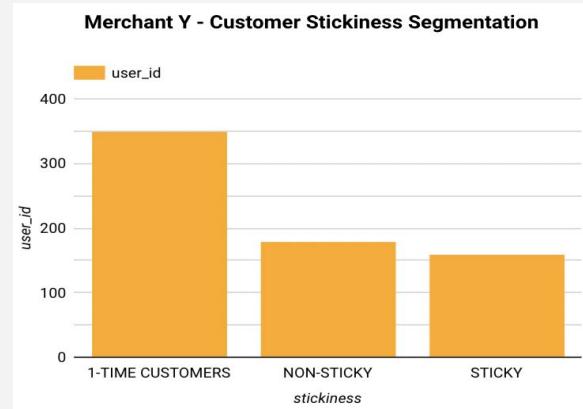
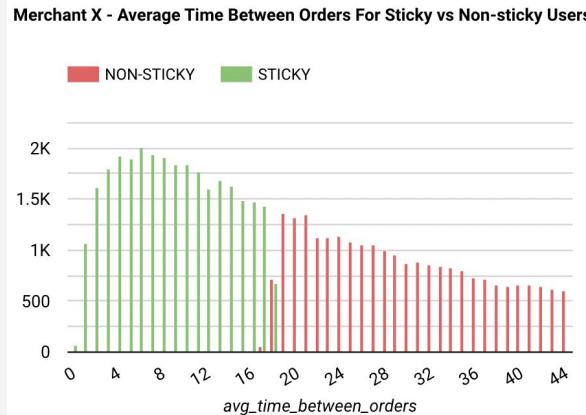
Users can be categorized as:

- **STICKY** : If  $\text{reorder\_rate\_per\_month} > 2.0$  and  $\text{avg\_time\_between\_orders} < 17$
- **NON-STICKY** : If  $\text{reorder\_rate\_per\_month} < 2.0$  and  $\text{avg\_time\_between\_orders} > 17$



*k-means clustering visualizations*

# Preliminary User Profile Analysis





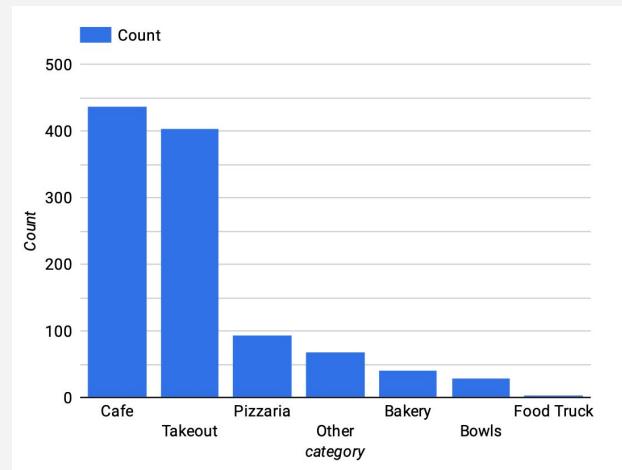
## Objective 3:

*Assess how restaurant types (cafe, coffee shop, pizzeria, etc) affect merchant success.*

# Restaurant Classification

- Locations classified into 7 categories
- Classified using various rules
- The dataset is clearly unbalanced, which could make comparison difficult
- Will need to consider how to handle locations with a small number of orders

	category	Count ▾
1.	Cafe	362
2.	Takeout	267
3.	Pizzaria	82
4.	Other	47
5.	Bakery	37
6.	Bowls	29
7.	Food Truck	3



	category	Count ▾
1.	Cafe	437
2.	Takeout	403
3.	Pizzaria	95
4.	Other	68
5.	Bakery	41
6.	Bowls	30
7.	Food Truck	3

# Classification Comparison

The goal of the objective is to compare locations across classifications

Initial statistics collected:

- number of orders per day
- gross order cost per order
- gross order cost per day

Next Steps:

- Produce boxplots for each category
- T-test on group means
- Look at unique and sticky customers

location_id	category	days_operational	n_orders	orders_per_day	total_sale	avg_sale	sales_per_day
1479	Takeout	200	379	1.895	5057.34	13.343905013	25.28
968	Cafe	839	1164	1.387365911799...	11797.35	10.135180412	14.0612038
460	Cafe	1293	7272	5.624129930394...	81038.17	11.143862761	62.6745320

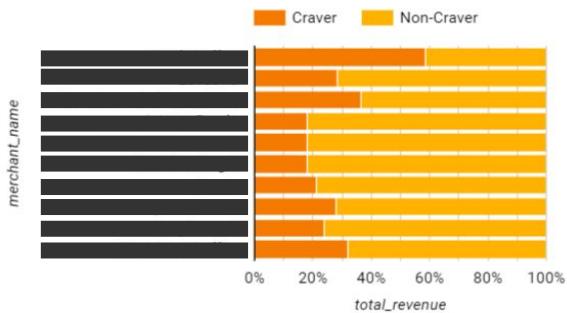


# Objective 4:

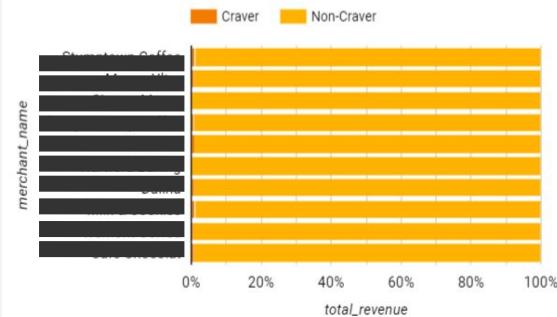
*Identify **common features** of the **upper quartile (percentage revenue through Craver) merchants** and compare successful high revenue merchants and unsuccessful high revenue merchants.*

# Successful vs Unsuccessful Merchants

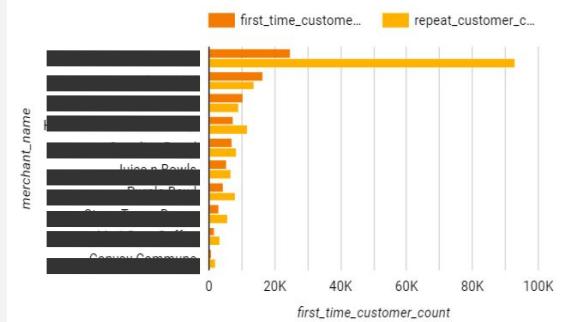
Top 10 Successful High Revenue Merchants



Top 10 Unsuccessful High Revenue Merchants



First Time vs Repeat Customers - Top Successful Merchants



RFM Analysis of Top 10 Successful High Revenue Merchants

merchant_name	avg_recency_segment	avg_frequency_segment	avg_monetary_segment
1. [REDACTED]	3.42	2.64	2.96
2. [REDACTED]	2.82	3.47	3.27
3. [REDACTED]	2.78	2.87	3.22
4. [REDACTED]	2.73	3.38	3.28
5. [REDACTED]	2.7	2.78	2.7
6. [REDACTED]	2.62	3.68	2.61
7. [REDACTED]	2.5	3.83	3.12
8. [REDACTED]	2.44	3.26	3.02
9. [REDACTED]	1.99	3.35	2.84
10. [REDACTED]	1.67	3.79	3.67

RFM Analysis of Top 10 Unsuccessful High Revenue Merchants

merchant_name	avg_recency_segment	avg_frequency_segment	avg_monetary_segment
1. [REDACTED]	3.67	3.02	2.11
2. [REDACTED]	3.53	2.15	2.63
3. [REDACTED]	3.48	3.09	2.62
4. [REDACTED]	3.29	2.88	3.31
5. [REDACTED]	3.16	2.81	3.14
6. [REDACTED]	2.85	3.5	3
7. [REDACTED]	2.8	4	2.2
8. [REDACTED]	2.5	3.36	3.24
9. [REDACTED]	2.05	3.25	3.58
10. [REDACTED]	1.75	3.1	3.58

# Merchant Analysis

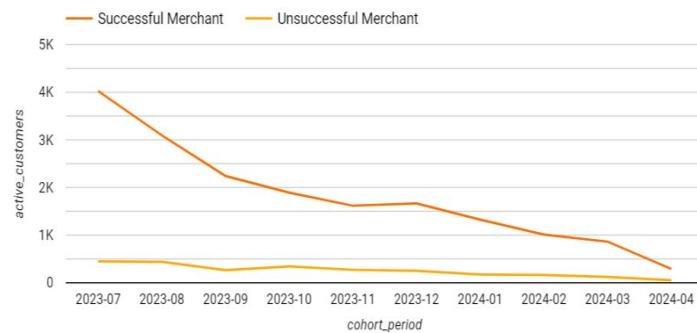
Top 10 Product Categories - Successful Merchant

	category_name	total_orders	average_price
1.	Shop Cold Brew	3,856,661	5.37
2.	Shop Hot Coffee	1,946,180	4.24
3.	shop now	756,482	5.49
4.	Shop Snacks and Treats	314,968	3.53
5.	Shop Bottles	145,118	17.75
6.	Shop Bags	134,224	17.68
7.	Shop Merchandise	17,655	11.34
8.	Shop Gift Cards	8,770	23.82
9.	LIMITEDS AND SEASONALS [Roastery Pic...	3,515	6.03
10.	COLD BREW [Roastery Pickup]	182	32.15

Top 10 Product Categories - Unsuccessful Merchant

	category_name	total_orders	average_price
1.	Espresso	11,536	4.69
2.	Breakfast	6,128	6.81
3.	Coffee	4,384	3.44
4.	Specialty Drinks	4,028	5.73
5.	Cold Brew	3,853	4.95
6.	Seasonal Drinks	3,676	5.51
7.	Pastries	2,135	4.29
8.	Bean	1,751	18.35
9.	Tea	1,039	4.24
10.	Frappes	923	5.87

Active Customers from Each Cohort (Successful Merchant vs Unsuccessful Merchant)



# Craver Dashboard Design



# Craver Demographics Overview

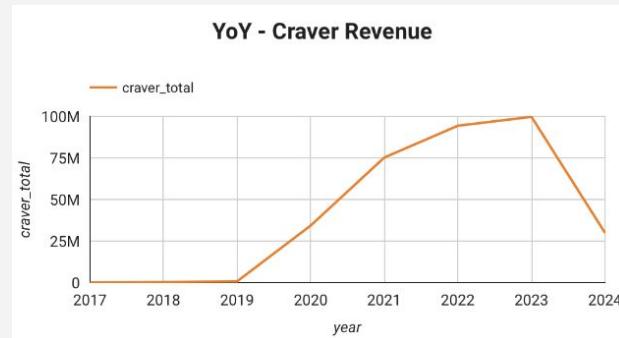
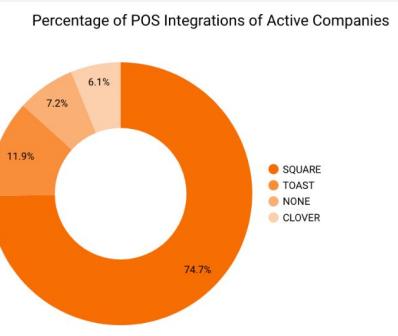
total\_revenue  
**10.1B**

total\_orders  
**16,470,746**

total\_restaurants  
**1,729**

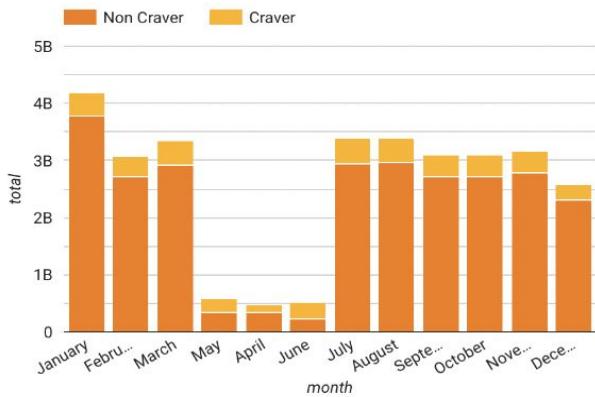
total\_merchants  
**611**

avg\_daily\_customers  
**4,009.1**

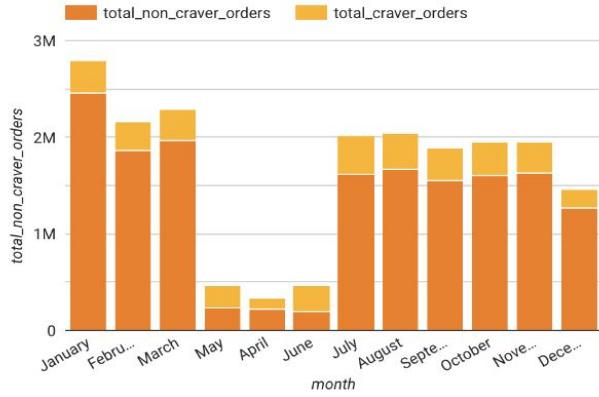


# Craver Vs Non-Craver

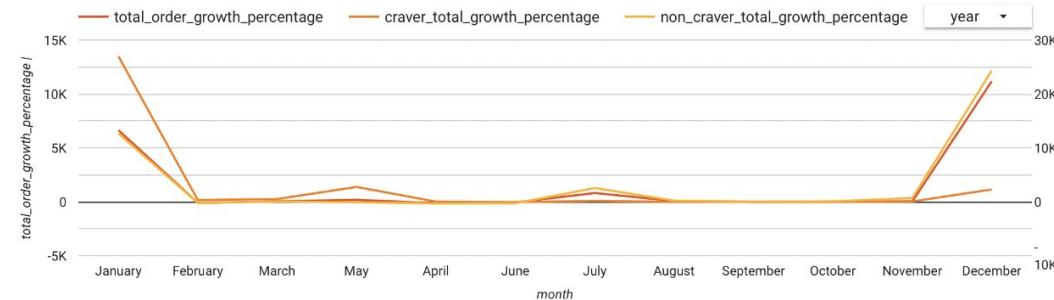
**Revenue Breakdown - MOM**



**Order Distribution - MoM**

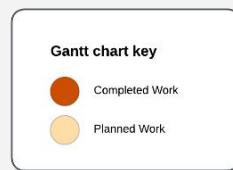


**Growth YoY**



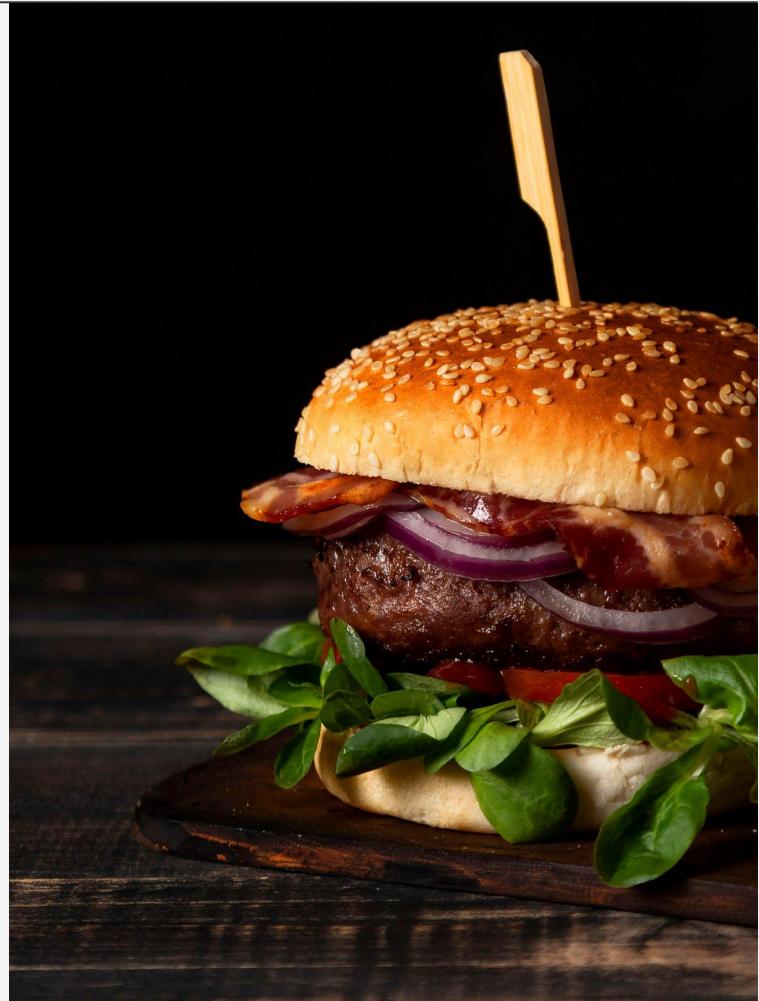
# Project Timeline

Goals	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
Explore the Data	Completed Work									
Proposal Development		Completed Work								
Conducting Analyses			Completed Work	Planned Work						
Dashboard Development					Planned Work					
Data Interpretation and Reporting						Planned Work				
Final Review and Presentation									Planned Work	



# Conclusion

- Our systematic approach, supported by advanced data analysis techniques and a thorough understanding of Craver's ecosystem, aims to uncover valuable insights driving enhanced customer engagement and profitability for Craver and its merchants.
- We look forward to executing this project and delivering impactful results that contribute to the continued success of Craver's engagement platform.





Thank You!