

# Merchant Recommendation using Sentiment Analysis to increase profitability

*Targeting potential Merchants through organic reviews*

## Group 2

GreatNusa Data Science Training

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# Meeting agenda

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- Background
- Proposed Solution
- Objective
- Potential Benefit

**02**

## Data, Analysis & Results

- Approach & Data Overview
- Model Result
- Scoring & Category

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## Conclusion

# Overview – Background, Proposed Solution & Potential Benefits

## Background



Merchant Code Category (**MCC**) **Analysis** provides an overview of Customer CC Spending Behavior



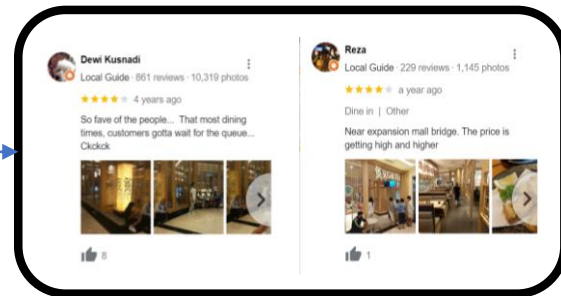
**Targeted** campaigns & **Identify merchants** for partnership



However, CIMB Niaga **only use Internal data** for Analysis



Can we **leverage External Data** to **better identify** which merchant to approach?



**\*Give 4 out of 5 Stars but negative review**

However, **scoring** from **external data** might **not** be **reliable**

## Proposed Solution

### 1 Sentiment Analysis

predict potential merchants that will have positive sentiments in the future

### 2 Scoring Sentiment

Comprehensive understanding the consistency of the sentiment each merchant

### 3 Category of Quality Drivers Prediction

Comprehensive predict of categorize **that drives the sentiments** of each merchant.

## Objective

### 1 Enhance CIMB Niaga's **ability to identify potential merchants**



### 2 **Increase Profitability** through credit-card and merchant partnership campaigns



## Objective

## Potential Benefit

### 1 **Revenue Uplift** from CC Transaction



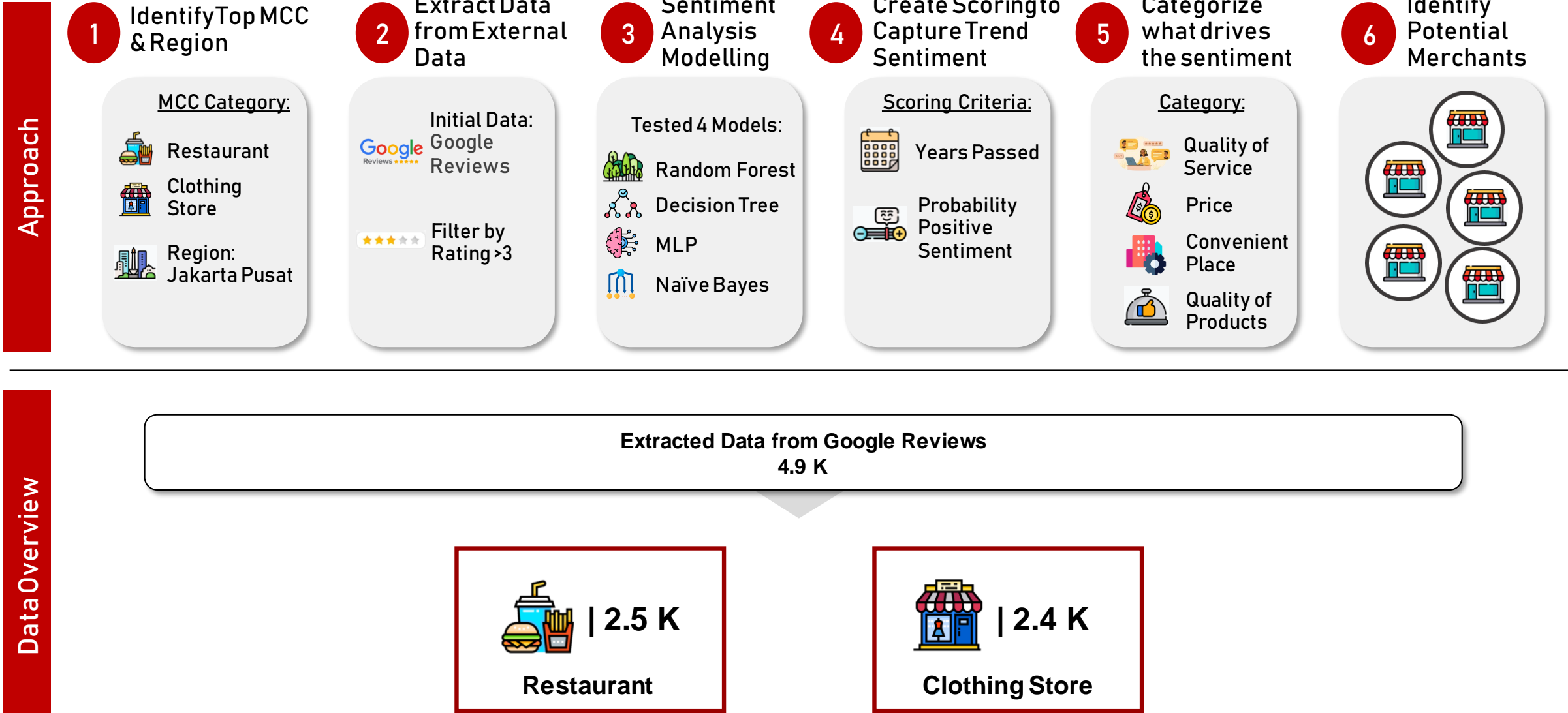
### 2 **NTB Acquisition**



### 3 **Reducing Campaign Cost** as a result of better targeting



# Approach & Data Overview



# Data Preprocessing & Model Selection

## Data Preprocessing

- 1
- LowerText
- 2
- Remove Numbers
- 3
- Remove Punctuation
- 4
- Stemming
- 5
- Vectorization (TfidfVectorizer)

## Model Selection

- Multi Classification Model (Target : Positive, Neutral, Negative)
- Train & Test Split = 0.8 : 0.2
- Total Dataset for Training & Testing = 16,972

Data	Target			Total
	Positive	Neutral	Negative	
Data Train (80%)	5,896	5,896	5,236	13,577
Data Test (20%)	1,474	1,309	612	3,395
Total Dataset (100%)	7,370	6,545	3,057	16,972

	Random Forest	Decision Tree	MLP	Naïve Bayes
Parameter	Value	Value	Value	Value
Accuracy	0.82	0.78	0.77	0.53
Precision	0.81	0.78	0.77	0.68
Recall	0.82	0.78	0.77	0.53
F-1 Score	0.82	0.78	0.77	0.53
Cross-Validation	0.80	0.76	0.75	0.51

**Key Highlight:** Therefore, for **Sentiment Analysis**, we are using **Random Forest Model**, since it has the **highest model performance result**.



# Scoring Sentiment to Capture Trend



To **capture the sentiment trend** of each merchant, we use **scoring** to assign weight based on last review year. The most **recent year will have higher weight** than previous year

Year	Weight	Probability of Positive Sentiment	Scoring Per Year
Year 0 & - 1 (2023 – 2022)	45%	Total Positive Sentiment / Total Review In respectively each year's group	0.45 * Probability of positive sentiment
Year -2 & -3 (2021 – 2020)	35%		0.35 * Probability of positive sentiment
<= Year -4 (<=2019)	20%		0.2 * Probability of Positive Sentiment
Total Scoring			Total Scoring each Year's Group



**Capture & Prioritize** merchants who are **growing & consistently** have positive sentiment.

## Illustration



**Shabu-Shabu Le-Ta-Su**

**Location = Grand Indonesia**  
**Total Review = 89**

Year	Total Review	Total Positive Sentiment Review
Year 0 & -1 (2023 – 2022)	58	49
Year -2 & -3 (2021 – 2020)	14	8
<= Year -4 (<=2019)	17	10
Total	89	67

Higher Weight ↑

Year	Weight	Probability of Positive Sentiment	Scoring per Year
Year 0 & -1 (2023 – 2022)	45%	49/58 = 0.845	0.45 * 0.845 = 0.380
Year -2 & -3 (2021 – 2020)	35%	8/14 = 0.571	0.35 * 0.571 = 0.2
<= Year -4 (<=2019)	20%	10/17 = 0.588	0.2 * 0.588 = 0.118
Total Scoring			0.7

From this scoring we were able to see the **positive sentiment trend** for **Shabu-Shabu Le-Ta-Su**.  
We can conclude that this merchant **consistently have positive sentiment**.





# Sentiment Drivers

Now we were able to identify Merchants who consistently have positive sentiment or consistently have negative sentiment. To *analyze further*, we categorize *what drives these sentiments*.

Positive Sentiment



Negative Sentiment



Using these word clouds, we categorize into 4 groups:



Price



Quality of Product



Quality of Service



Convenient Place

Since there are still no data training for these qualities categorization, therefore, we are using *indexing* to *categorize the qualities*.



# Impact of Categories to Sentiment

## Consistent Scoring

Grand Café  
Total Scoring = 0.81



Quality of Service

Quality of Products

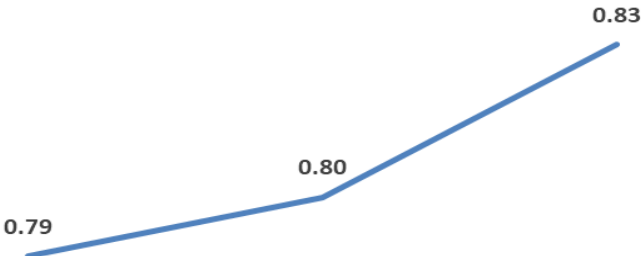
Price

Convenient Place

V

V

Trend Probability of Positive Sentiment



<= Year -4  
(<=2019)

Year -2 & -3  
(2021 - 2020)

Year 0 & -1  
(2023 - 2022)

## Inconsistent Scoring

McDonalds  
Total Scoring = 0.77



Quality of Service

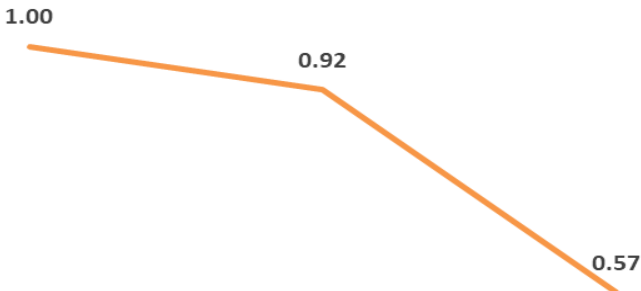
Quality of Products

Price

Convenient Place

V

Trend of Probability Positive Sentiment



<= Year -4  
(<=2019)

Year -2 & -3  
(2021 - 2020)

Year 0 & -1  
(2023 - 2022)

### Key Highlight\*:

For *restaurant merchant*, that have **at least 2 qualities**, usually have **increasing or stable positive sentiment value**. However, *restaurant merchant* that only have **1 qualities** usually have **inconsistent of positive sentiment value**.



\*Disclaimer: Result may differ depending on the MCC



# Result: Top Merchant – Based on MCC

From our modelling, we recommend CIMB Niaga to tap into the following merchants:

	Restaurant					Clothing Store				
Merchant Name										
	Sushi Tei	Grand Cafe	McD	Kayu Manis	Shabu – Shabu Le-Ta-Su	League	Polo	Uniqlo	The Executive	Matahari
Total Scoring	0.84	0.81	0.77	0.74	0.69	0.93	0.75	0.72	0.72	0.63
Quality of Service										
Quality of Products										
Price										
Convenient Place										

**Key Highlight:**

Across **Restaurant** and **Clothing Store** MCC, the main driver is **Quality of Products**. For **Restaurant**, merchant with 1 driver have tendency to have **inconsistent positive sentiment** value



# Conclusion & Whats Next

## Conclusion

- 1 Sentiment Analysis model used is Random Forest. The model has an **Accuracy** of **0.82** & **Cross-Validation** of **0.80**
- 2 Restaurant merchant that have **at least 2 drivers** tend to have **increasing or stable positive sentiment value**, while merchants with **1 driver** tend to be more **inconsistent**. This result may **differ** depending on the **MCC**.
- 3 For MCC Restaurant & Clothing Store, the **main driver** is **quality of products**
- 4 In total, there are **10 Merchants** that are recommended for tap-in, **5 for Restaurants** and **5 for Clothing Store**

## Recommendation & Next Action Plan



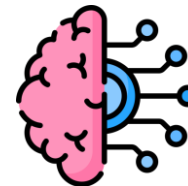
### Tap into more external Data

For Future exercise there is possibility to use social media data such as Instagram & Twitter



### More Specified MCC

Possibility to expand MCC into more defined sub-categories for better analysis.



### For future categorization qualities driver prediction will use modelling

Since data training is already available from this exercise, we no longer need to use indexing.



# Thank You

# Appendix

Data	Target			Total
	Positive	Neutral	Negative	
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Total Scoring			Total of Scoring each Year’s Group

Quality of Service	Quality of Products	Price	Convenient Place
V		V	
Quality of Service	Quality of Products	Price	Convenient Place
V			

