

# Wharton Analytics Fellows: Entercom

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## Overview of Entercom / CBS Radio

- In 2017, Entercom and CBS Radio merged to become the second largest radio operator in the U.S. behind iHeart Radio
- We focused on mobile users of RADIO.COM app, which lets users to listen to over 300 stations and discover and enjoy music, news and sports radio across the U.S.







# Our Mission:

Enable Entercom to understand user listening behavior to make more informed product and marketing decisions

## Data we received:

- 1. Weekly listening data from 11/14 – 3/14, including: unique customer attribute, radio station listened, platform, Total Listening Hours (TLH), Session Starts (SS)
- 2. Radio station mapping table: genre and location of radio station
- 3. Marketing campaign data: name of each campaign, associated costs, users acquired



## **Project Workstreams**

Mission: Enable Entercom to understand user listening behavior to make more informed product and marketing decisions

### **WORKSTREAM 1: PRODUCT ANALYTICS**



- Develop: Deliver key product metrics
  - How long are users listening
  - How often are users listening
  - What is their average time spent listening
- Explore: Analyze buckets of loyalty and patterns by genre
- Synthesize: Insights to drive decisions to maximize retention, loyalty, CLTV

### **WORKSTREAM 2: MARKETING ANALYTICS**



- Measure: Determine users acquired by campaign
  - Revenue acquired by each campaign
  - Campaign acquired most valuable users
  - Number of users
- Evaluate: Calculate ROI of paid campaigns to inform future marketing spend decisions

# **Product Analytics**

We analyzed RADIO.COM
Listeners over a 5 month
period

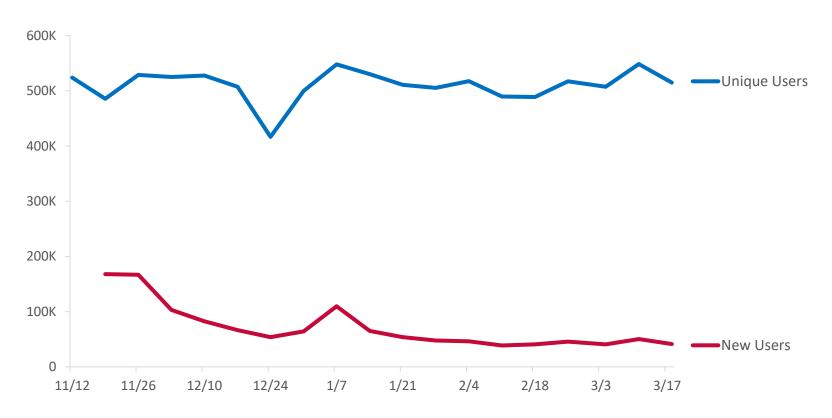
## Get to know your users

- What is user growth? What are their listening habits? Are there distinct clusters?
- How does listening behavior vary by genre?
- Do users listen to just one station regularly or multiple stations?

What is the churn rate?

## Unique users has stagnated and new users growth slowing

#### Mobile Users on RADIO.COM



## RADIO.COM – Describing your mobile app audience



4.3 hrs

Average total listening hours



10.6

Average session starts



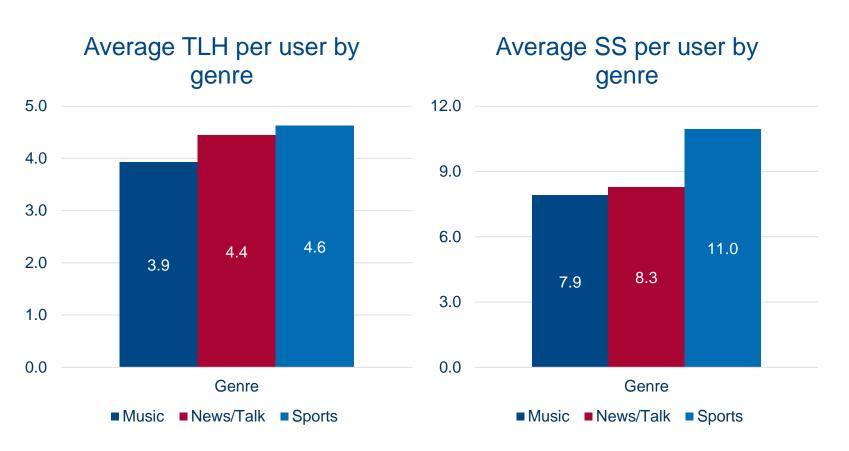


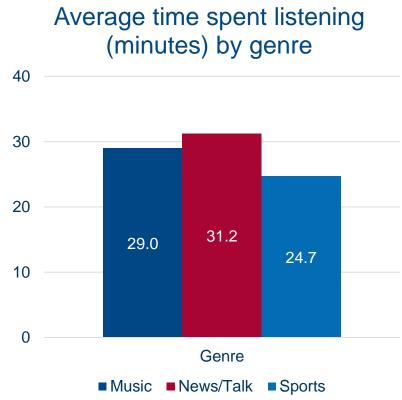
28 min

Average time spent listening



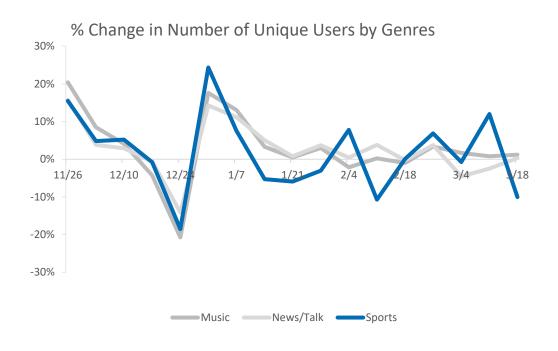
## Sports listeners have higher TLH and SS but lower ATSL

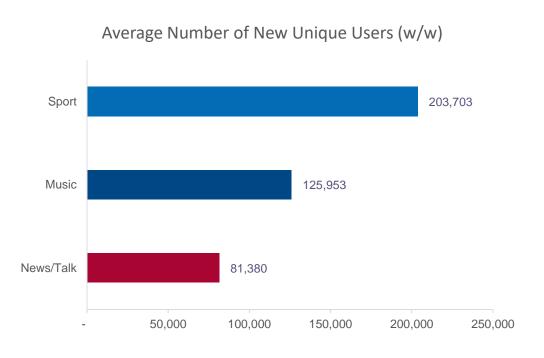




## Describing the audience by Genres

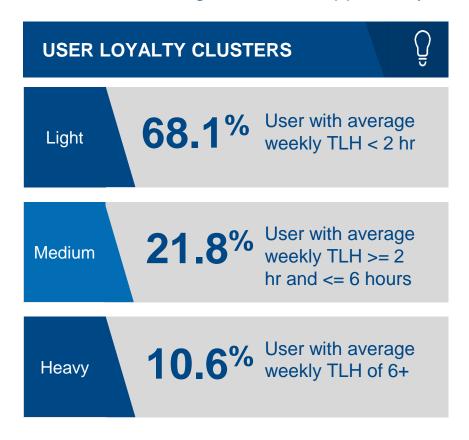
Number of new sport listeners fluctuates more than the other genres on a week by week basis

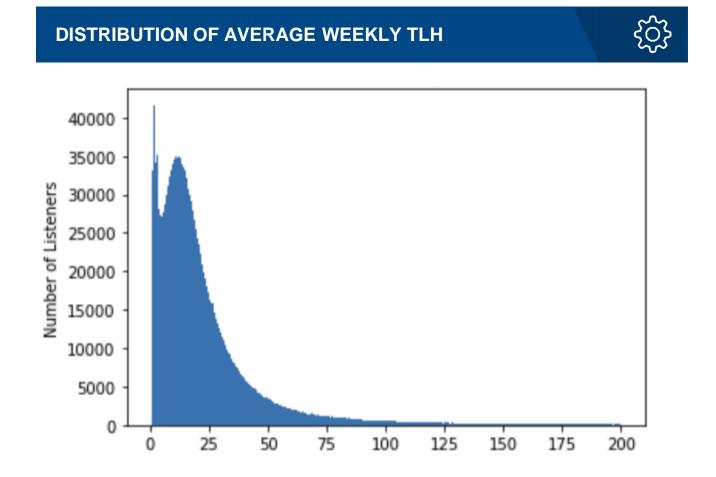




## Assessing user loyalty clusters

68% users are light users, so opportunity to increase engagement





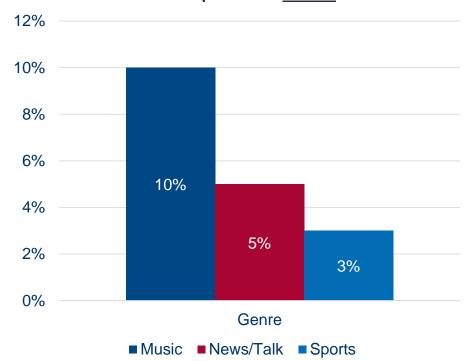
# Users tend to listen to just one station, particularly for sports



12.2 %

Users listening to more than one distinct stations per week

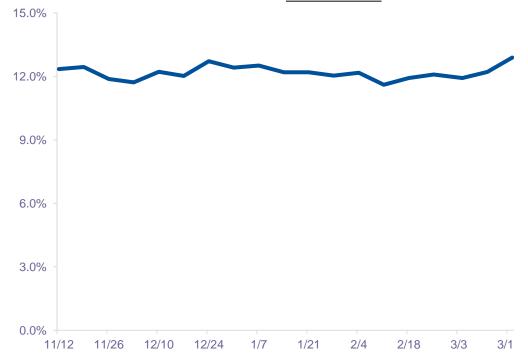
## Percentage of users listening to more than one station per week: GENRE



## Multi-station listenership is low and generally stable

Opportunity to increase user interest in multiple stations

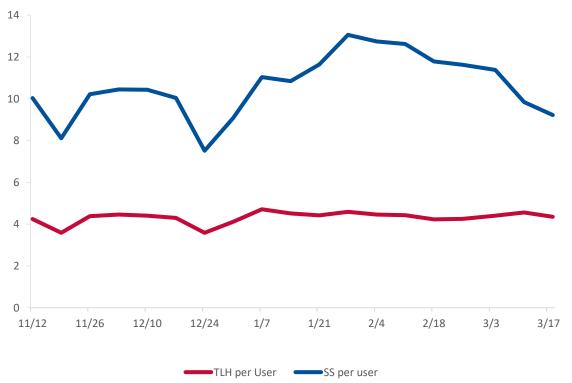
## Percentage of users who listen to more than one distinct station: TIME SERIES



# SS per user peaked in Feb and TLH per user remains consistent

Session Starts increase between holiday session and start of Feb

### Weekly TLH per user and SS per user



## ATSL has fluctuated significantly over last 3 months

- ATSL peaked at 32 min the week of 12/24 and dropped to 25 min the week of 1/28.
- The week of 3/1, there was a 18 w/w increase and ATSL was back to 31 min

### Average time spent listening



Marketing Analytics

## App Store related downloads have higher CLV

| Summary of Results for Paid Campaigns - Ordered by Vendor (Apple vs. Google) |                 |         |        |         |         |               |                       |           |       |               |       |                       |                           |                      |                       |                      |                   |                    |           |
|--|-----------------|---------|--------|---------|---------|---------------|-----------------------|-----------|-------|---------------|-------|-----------------------|---------------------------|----------------------|-----------------------|----------------------|-------------------|--------------------|-----------|
|  | Campaign Launch |         |        | Total   |         |               | Avg per User per Week |           |       |               |       |                       | ROI per User based on TLH |                      |                       | Annualized Total ROI |                   |                    |           |
| Attribution Campaign Name  | Start           | End     | Vendor | TLH     | SS      | Users<br>Acq. | Cost (\$)             | TLH (hrs) | SS    | ATSL<br>(min) | Users | Users (%<br>of Total) | Cost (\$)                 | Rev per<br>User (\$) | Cost per<br>User (\$) | ROI per<br>User      | Total Rev<br>(\$) | Total<br>Cost (\$) | Total ROI |
| Radio.com Branded 8.6.18   | 8.6.19          | To Date | Apple  | 219,219 | 479,951 | 7,846         | 19,313                | 3.29      | 7.17  | 27.51         | 3,517 | 44.8%                 | 1,016                     | 0.36                 | 0.29                  | 24.5%                | 35,166            | 19,313             | 82.1%     |
| Radio.com Non Branded 8.6.18   | 8.6.19          | To Date | Apple  | 100,690 | 243,428 | 5,015         | 39,801                | 2.77      | 6.67  | 24.87         | 1,927 | 38.4%                 | 2,095                     | 0.30                 | 1.09                  | (72.2%)              | 19,272            | 39,801             | (51.6%)   |
| Radio.com Competitive 8.6.18   | 8.6.19          | To Date | Apple  | 27,168  | 66,579  | 1,445         | 35,420                | 2.22      | 5.42  | 24.57         | 652   | 45.1%                 | 1,864                     | 0.24                 | 2.86                  | (91.5%)              | 6,517             | 35,420             | (81.6%)   |
| Total  |                 |         |        | 347,078 | 789,958 | 14,306        | 94,535                | 3.00      | 6.82  | 26.36         | 6,095 | 42.6%                 | 4,976                     | 0.33                 | 0.82                  | (59.8%)              | 60,955            | 94,535             | (35.5%)   |
| App Install IOS Urban  | 7.23.18         | To Date | Google | 35,380  | 77,219  | 1,967         | 7,240                 | 2.91      | 6.33  | 27.61         | 641   | 32.6%                 | 381                       | 0.32                 | 0.59                  | (46.4%)              | 6,408             | 7,240              | (11.5%)   |
| App Install IOS Rural  | 7.23.18         | To Date | Google | 3,465   | 8,831   | 303           | 1,824                 | 2.48      | 6.29  | 23.61         | 75    | 24.8%                 | 96                        | 0.27                 | 1.28                  | (78.8%)              | 750               | 1,824              | (58.9%)   |
| App Install Android Urban  | 7.23.18         | To Date | Google | 133,025 | 389,325 | 6,866         | 22,060                | 3.79      | 11.21 | 20.29         | 1,871 | 27.2%                 | 1,161                     | 0.42                 | 0.62                  | (33.1%)              | 18,707            | 22,060             | (15.2%)   |
| App Install Android Rural  | 7.23.18         | To Date | Google | 52,972  | 165,884 | 2,391         | 6,844                 | 3.77      | 11.86 | 19.09         | 746   | 31.2%                 | 360                       | 0.41                 | 0.48                  | (14.4%)              | 7,462             | 6,844              | 9.0%      |
| Total  |                 |         |        | 224,840 | 641,259 | 11,527        | 37,968                | 3.55      | 10.13 | 21.04         | 3,333 | 28.9%                 | 1,998                     | 0.39                 | 0.60                  | (35.2%)              | 33,327            | 37,968             | (12.2%)   |

#### **TAKEAWAYS**

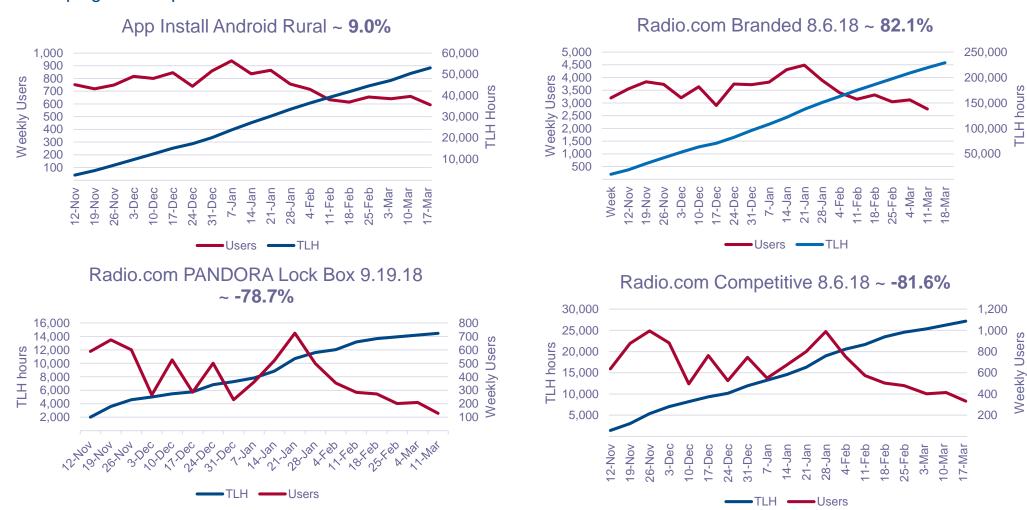


- While iTunes App Store related campaigns have a lower short term ROI, they generate a sticker consumer as defined by total active users being 43% compared to 29% for Google platform related campaigns, not too mention total users acquired also remains about 3,000 listeners higher
- Short-term ROI is skewed positive for Radio.com branded searches as compared to Non-Branded or Competitive searches, however ATSL and % of Users listening remains consistent across marketing campaigns
- ATSL is on average about 5 minutes higher for those users acquired via the iTunes App store vs. Google platforms
- A convergence of Google platform advertising to that of iTunes App Store could lead to a \$12k increase per campaign in revenue assuming no increased customer acquisition and a \$20k increase per campaign in revenue assuming customer acquisition

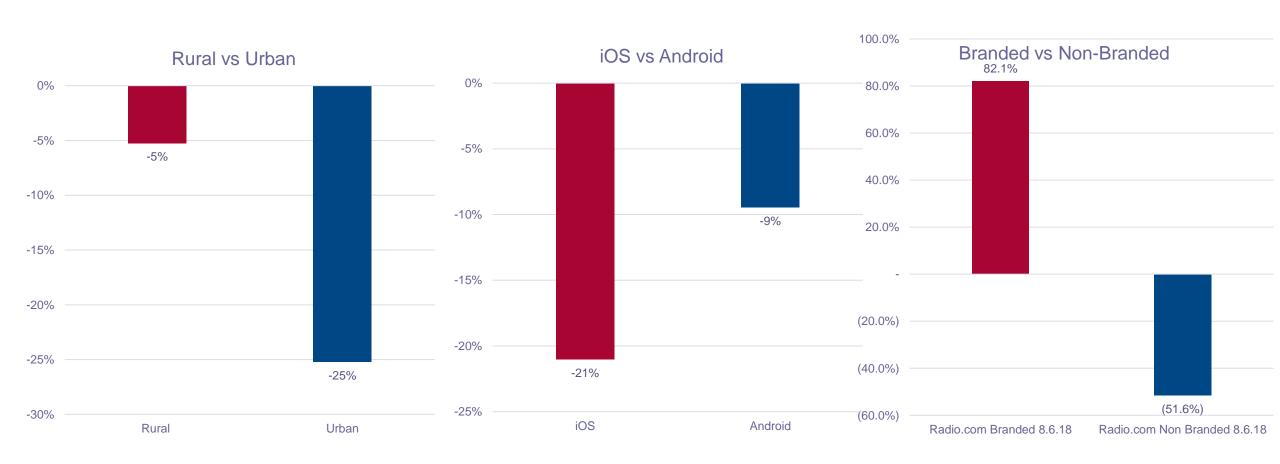


## TLH and Users by campaign

While short term ROI is negative, trends are showing that *App Install Android Rural* and *Radio.com Branded 8.6.18* campaigns are continuing to grow and should become profitable while *Radio.com Pandora* and *Radio.com competitive 8.6.18* campaigns have plateaued



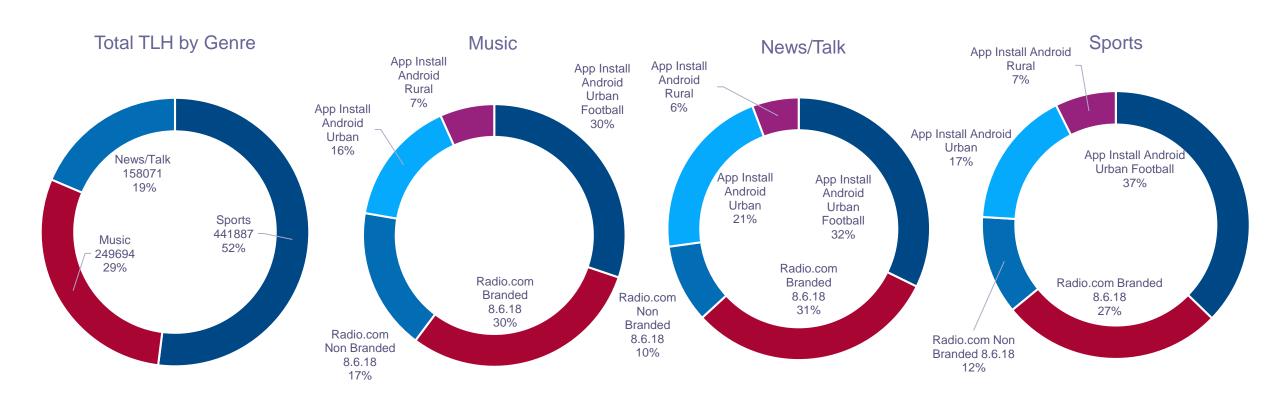
## Comparison between platforms and locations





## Campaign Analysis by Genre

The majority of TLH originates from Sports stations, with TLH generated from campaign staying relatively similar across genres



# Lessons Learned and Recommendations

#1: Improve data infrastructure now to avoid accumulation of technical debt and improve speed of decisions



Invest in and set up SQL to increase speed of analytics work and decision-making. We faced many challenges & limitations processing large txt datafiles in python (e.g. too computationally expensive to calculate churn). Current FTP vendor model won't scale with growth

#2 Sports listeners are stickiest user group. Recommend to increase marketing and product features for sports

<u>Ω</u>

**Sports listeners had the highest TLH / SS for Entercom**. Sports radio has fewer substitutes. Review customer demographics / surveys to validate findings to motivate a more effective marketing recommendation.

#3 Invest in marketing campaigns that maximize TLH / SS



Recommend tracking campaigns that maximized TLH / SS. Learn more about each paid campaign to understand cause of higher TLH / SS. Determine whether this led to higher Revenue and CLV by more effectively measuring customer loyalty





Thank you!

Questions?