How can we increase revenue from Catch the Pink Flamingo?

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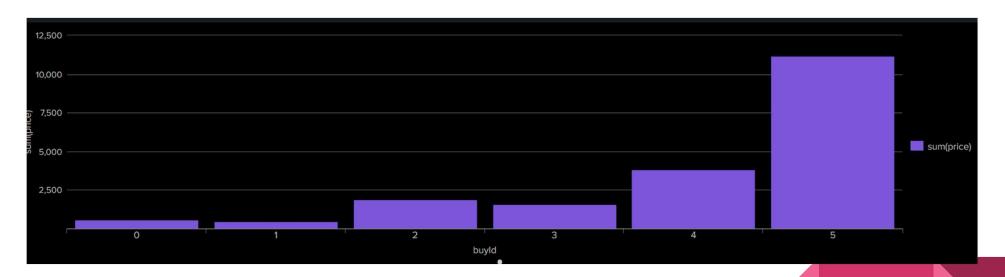
Problem Statement

How can we use the following data sets to understand options for increasing revenue from game players?

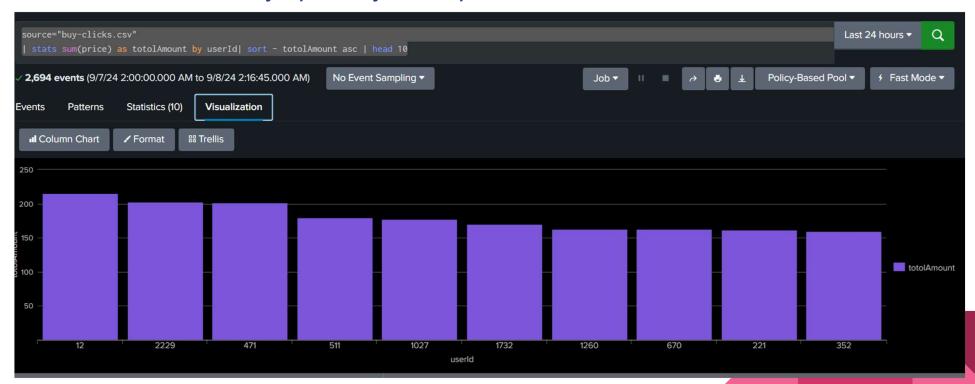
From Splunk, We took an insight from data about item, user, hit ratio and platform

how much money was made from each item:

From Splunk, We took an insight from data about item, user, hit ratio and platform



total amount of money spent by the top ten users



top 3 uers and 's platorm

From Splunk, We took an insight from data about item, user, hit ratio and platform

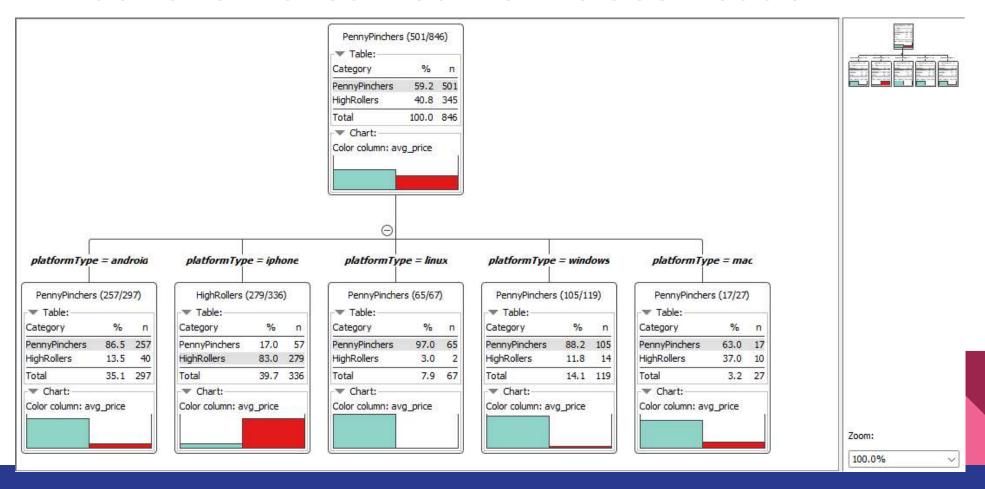
	Rank	User Id	platform	Hit-Ratio (%)
0	1	2229	iphone	11.6
1	2	12	iphone	13.1
2	3	471	iphone	14.5

To predicted data, we made a new category with 2 kinds based on money spent for item

This because we saw a different in purcase item from data exploration

We kept platform for beginning analytics

Passing data through our pipiline, we have a decision tree with a good insight that fit with previous prediction



Wrong dassified: 65

Error: 11.504%

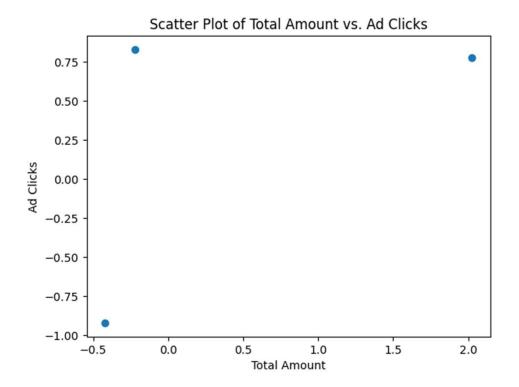
Correct classified: 500

Accuracy: 88.496%

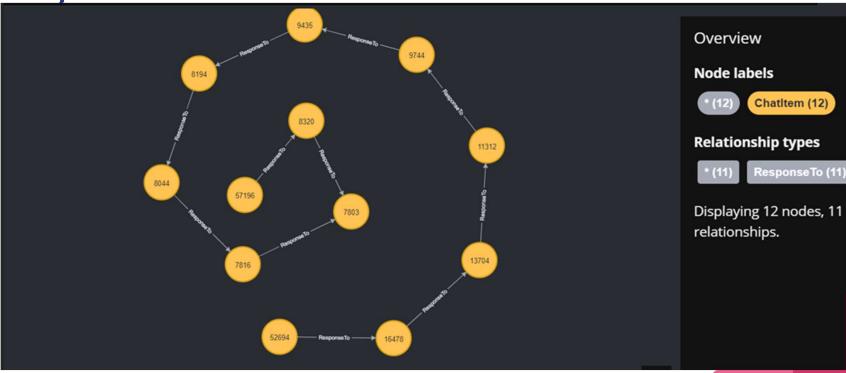
Cohen's kappa (к): 0.76%

avg_price	PennyPinc	HighRollers
PennyPinchers	308	27
HighRollers	38	192

What have we learned from clustering?



From our chat graph analysis, what further exploration should we undertake?



From our chat graph analysis, what further exploration should we undertake?

(†•	Most Active Users (based on Cluster Coefficients)				
	User ID	Coefficient			
	668	1.0			
	209	1.0			
	999	0.95			

Recommendation

A- B testing

Follow new technology in hardware, software, internet speed

Follow Social, Politics and Economic rules

Run pipeline when there are updates in our analysis tools