MKTG749 Quantitative Research Report

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1. EXECUTIVE SUMMARY

This project explores consumer behaviour in the laptop market, focusing on the interplay between price and quality preferences. The document provides insights into how consumers prioritize between cost and product excellence when making purchasing decisions. It delves into the factors influencing consumer preferences, including budgetary constraints, brand perceptions, and individual preferences.

The project utilizes a multifaceted approach to research, integrating both qualitative and quantitative methodologies such as focus groups and projective techniques to investigate consumers' decision-making processes. By examining the interplay between price and quality, organizations can optimize their product positioning and pricing strategies. Furthermore, survey data was gathered, rigorously analysed through statistical tests, and augmented with data mining techniques to offer a comprehensive quantitative overview complementing the qualitative insights.

2. BACKGROUND

Envision, a company that studies what people like to buy, is studying how Millennials and Gen Z (young people) shop. These two groups are really important because they have a big impact on what sells.

Our client, the company that hired us, wants to know more about these young shoppers. They want to understand what makes them want to buy things so they can sell to them better.

To do this, we're going to look at lots of different things, like what they say in surveys, what they talk about on social media, and what's popular right now. We're going to use this information to figure out why they buy certain things.

We're going to do all of this using facts and data, not just guessing. This way, we can help our client make smart choices about how to sell things to Millennials and Gen Z. Our goal is to help them connect with these young shoppers and sell more stuff they like.

3. RESEARCH METHODOLOGY

- The study was descriptive, aiming to understand the preferences of college students regarding variables in a laptop.
- The data primarily came from a primary source, directly from the responses of college students participating in the survey.
- Results were collected through a survey method, where participants were asked to provide their preferences regarding various variables in a laptop.

This methodology helps in comprehensively understanding the preferences and buying behaviour of college students when it comes to choosing a laptop based on different variables.

- The target population for this survey was Centennial College students.
- Ideally, the survey aimed to generalize the findings to all Centennial College students who were within the age range of 18 to 45 years and owned a laptop.
- The actual sample included Centennial College students across all Business programs within the specified age range and laptop ownership criteria.
- The sample was obtained through non-probability sampling, likely convenience sampling, where participants were easily accessible and willing to participate.
- The sample size for this survey was 63 responses, with 59 of them deemed usable for analysis after any necessary data cleaning or screening processes.
- 2 responses were deleted as they were preview responses, and 2 responses were incomplete, resulting in 59 usable responses for analysis.

4. RESEARCH OBJECTIVES

- To understand the effects of demographic variables on BRAND, PERFORMANCE, DISPLAY, ECOSYSTEM, FEATURES, FINANCE, and PRICE and QUALITY of the laptop
- To validate the relationship between BRAND, PERFORMANCE, DISPLAY, ECOSYSTEM, FEATURES, FINANCE and PRICE and QUALITY of the laptop
- To validate the impact of BRAND, PERFORMANCE, DISPLAY, ECOSYSTEM, FEATURES, FINANCE on PRICE and QUALITY of the laptop.

5. QUESTIONNAIRE USED

Q1 Please select the range that best represents your age
Q2 Do you currently own a laptop ?
Q3 Are you planning to buy laptop in near future ?
Q4 How frequently do you think of upgrading your laptop?
Q5 How likely are you to purchase a newly released product in the market?
Q6 How often do you use laptop in a day ?
Q7 What activities do you primarily use your laptop for ?
Q8 About the Brand How important are these to you?
Q9 About the Performance How important are these to you?
Q10 About the Features How important are these to you?
Q11 About the Display How important are these to you?
Q12 About the Ecosystem How important are these to you?
Q13 About the Finance How important are these to you?
Q14 How important was price when you purchased a technical device ?
Q15 How important was quality when you purchased a technical device ?
Q16 When choosing a laptop, what matters more to you?
Q17 On a scale from $$500$ to $$7,000$, please slide the marker to indicate what you consider to be a 'Decent price' for a laptop.
Q18 What aspects do you associate with the brands below?
Apple (1)
Dell (2)
HP (3)
Lenovo (4)
Asus (5)
Acer (6)
Microsoft Surface (7)
Chrome book (8)
Alienware (9)

Q19 What is your current employment status?

Q20 What is your gender?

Q21 What is the highest level of education you have completed?

Q22 What is your approximate annual income?

- There were a total of 9 questions used to measure each variable.
- A composite measure was utilized, and the mean was calculated for each variable based on the responses to these 9 questions. This approach allowed for a more comprehensive understanding of each variable by aggregating responses across multiple items.
- Binary variables were created for price and quality, with a threshold of 3; ratings above 3 were coded as 1 to denote importance, while ratings of 3 or below were coded as 0 to denote lack of importance.

6. PROPOSED ANALYSIS

Software and Analysis

- Qualtrics was used for survey administration and data collection.
- SAS Enterprise Guide and SAS Miner were employed for data analysis, including statistical analyses and data mining techniques.
- Excel was utilized for data cleaning, manipulation, and basic descriptive statistics.
- Descriptive statistics: Utilized to summarize and describe the characteristics of the data collected, such as frequencies, means, and standard deviations.
- Inferential statistics: Employed to make inferences or predictions about the population based on the sample data collected. This may include techniques such as hypothesis testing and regression analysis.
- Data mining techniques: Applied to identify patterns or relationships within the dataset that may not be immediately apparent. Techniques such as regression decision trees employed using SAS Miner.
- Advanced statistical analysis: Utilized to explore relationships between variables and test hypotheses. Used SAS Enterprise Guide for this purpose.

7. NOTE OF CAUTION

- The sample size is small, typically less than 100 completed responses. In small samples, the findings may not be statistically robust or representative of the population, leading to potential limitations in generalizability.
- The response rate is low, indicating a potential lack of engagement or interest from the target population. A low response rate can introduce bias and affect the reliability of the results.
- There is bias in the sample, meaning that the characteristics of the respondents do not adequately represent the broader population under study. This could occur if certain demographic groups are overrepresented or underrepresented in the sample, leading to skewed findings.

8. RESULTS

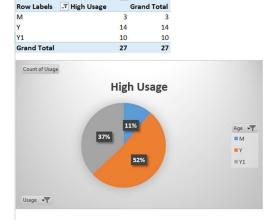
8.1. Data cleaning

- Data Importation
- Data Segmentation
- Column Optimization
- Variable Averaging
- New Variable Column Creation
- Binary Target Variable Conversion
- Missing Values(Numeric)= Mean
- Missing Values(Categorical)=Mode

8.2. Exploratory Analysis

Count of Usage Column Labels 🔻

8.2.1. <u>Created pivot table for Usage</u>



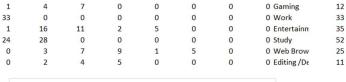
RESULT = Young people with age of 25-34 uses laptop are high users.

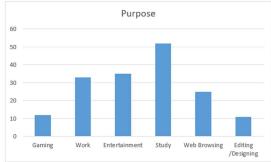
8.2.2. Created pivot table for purchasing intention



RESULT= 44% of students who attended the survey are planning to buy a laptop.

8.2.3. <u>Created frequency table and bar chart for purpose of laptop</u>





RESULT = Laptop are mainly used for study and secondly used for entertainment and work

8.2.4. <u>For Average estimate price of a laptop, took mean of the values provided by the respondents</u>

R	S	T		U		V	
RICE_E	QUALIT -	PRICE	w	Apple	v	Dell	
1	1	1650		Brand Rep		Price	
1	1	15	03	Feature	es	Feature	
1	1	10	64	Price		Price	
1	1	13	15	Feature	es	Feature	
1	1	1705.5	07				
1	1	11	31	Brand F	Rep	Feature	
1	1	18	77	Brand F	Rep	Feature	
1	1	5	19	Perform	nan	Price	
1	1	15	06	Brand F	Rep	Feature	
1	1	21	47	Perforn	nan	Perform	
0	1	23	43	Brand F	Rep	Price	
1	1	10	02	Brand F	Rep	Feature	
1	1	14	25	Perforn	nan	Feature	
1	1	1705.5	07	Brand F	Rep	Feature	
1	1	1705.5	07	Brand F	Rep	Display	
1	1	19	96	Ecosyst	em	Perform	
1	1	1705.5	07	Brand F	Rep	Display	
1	1	10	09	Feature	es	Perform	
1	1	1930.6	44	Feature	es		
1	1	21	72	Brand F	Rep	Perform	
1	1	10	98	Price		Brand F	
1	1	10	27	Brand F	Rep	Feature	
1	1	11	52	Brand F	Rep	Perform	
1	1	12	32	Brand F	Rep	Perform	
1	1	16	18	Ecosyst	em	Price	
1	1	15	66	Ecosyst	em	Feature	
		1492.5	59				

RESULT=People estimated Average \$1492.55 as a decent price of a laptop according to their preference of variables.

8.2.5. For brand known for analysis created a cross tab

Apple	Dell	HP		Lenovo	Asus	Acer	Microsoft	Chrome b Alienware				
	24	4	6	5	6	1	1	0	3	Brand Reputation		
	8	14	18	7	10	9	10	10	16	Performance		
	7	8	11	16	9	16	3	3	6	Price		
	9	19	11	12	. 7	5	10	6	5	Features		
	7	1	3	5	7	6	7	8	2	Ecosystem		
	0	5	3	2	. 4	5	6	5	7	Display		
											Apple	brand
											Dell	Features
											HP	Performance
											Lenovo/ Acer	Price

8.2.6. <u>Created pivot table for demographic insights</u>

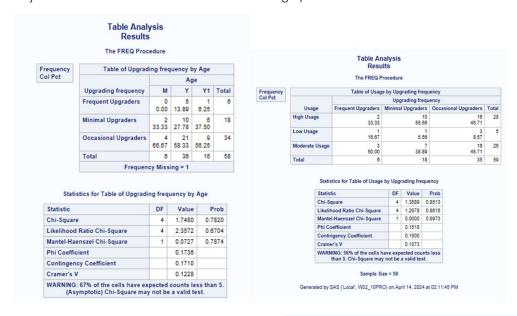
Row Labels	Count of Upgrading frequency
■ Frequent Upgraders	6
Freelancer	1
Full-time worker	1
Jobseeker	4
■ Minimal Upgraders	18
Freelancer	1
Full-time worker	7
Jobseeker	5
Part-time worker	5
■ Occasional Upgraders	34
Freelancer	2
Full-time worker	12
Jobseeker	8
Part-time worker	12
Grand Total	58

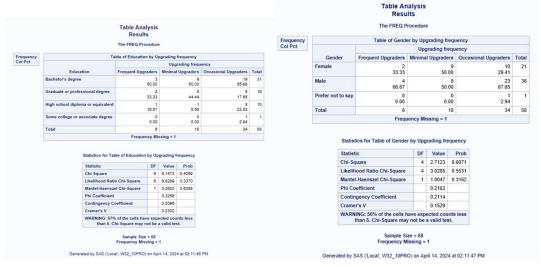
RESULT = Frequent Upgraders are jobseekers, People who are full time employed are minimal upgraders.

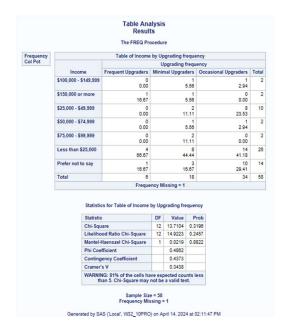
9. ANALYSIS

9.1. CHI_sq

Objective 1 = To understand the effects of demographic variables

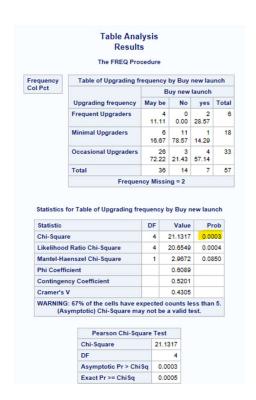






Statically significant chi _sq

Ho: there is NO significant association between Upgrading frequency and Buy new launch.

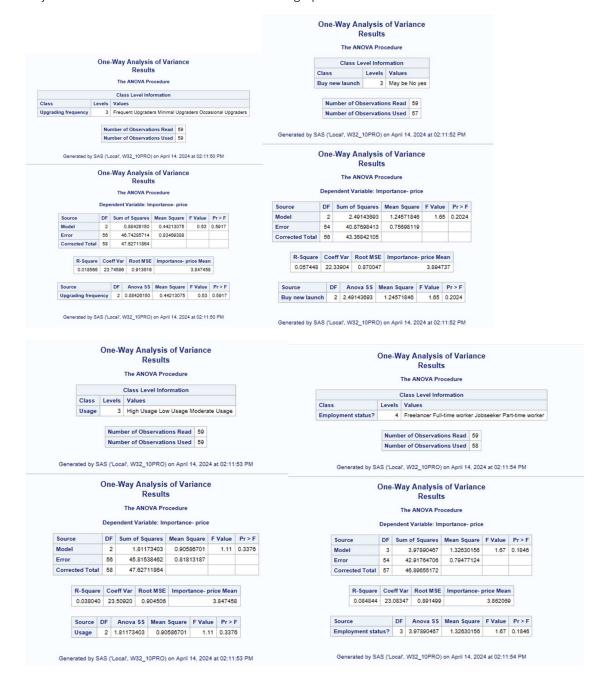


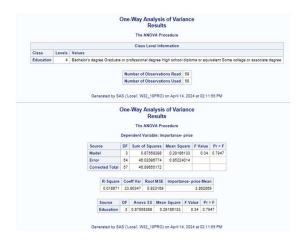
Null Hypothesis got **REJECTED.**

- Frequent upgraders are tend to buy a newly launch product
- Minimal upgraders are less likely to buy a newly launch product

9.2. ANOVA

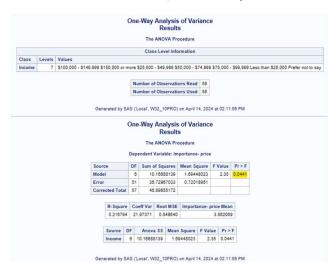
Objective 1 = To understand the effects of demographic variables





Statically significant Anova

Ho: There is NO difference b/w means of price and Income.



- People earning less than \$25000 are more concerned about the price.
- While people earning \$50,000-\$74,999 are least concern about the price.

One-Way Analysis of Variance

Class Level Information					
Class Levels Values					
Upgrading frequency	3	Frequent Upgraders Minimal Upgraders Occasional Upgraders			

Number of Observations Read 59
Number of Observations Used 59

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One-Way Analysis of Variance Results

The ANOVA Procedure

Dependent Variable: Importance-quality

Source	DF	Sum of Squares	Mean Square	F Value	Pr > F
Model	2	0.37589454	0.18794727	0.30	0.7405
Error	56	34.8444444	0.62222222		
Corrected Total	58	35.22033898			

R-Square	Coeff Var	Root MSE	Importance-quality Mean
0.010873	18 17062	0.788811	4 338083

Source	DF	Anova SS	Mean Square	F Value	Pr > F
Upgrading frequency	2	0.37589454	0.18794727	0.30	0.7405

Generated by SAS ('Local', W32_10PRO) on April 14, 2024 at 02:11:57 PM

One-Way Analysis of Variance Results

The ANOVA Procedure

Class Level Information					
Class	Levels	Values			
Usage	3	High Usage Low Usage Moderate Usage			

Number of Observations Read 59 Number of Observations Used 59

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One-Way Analysis of Variance Results

The ANOVA Procedure

Dependent Variable: Importance-quality

Source	DF	Sum of Squares	Mean Square	F Value	Pr > F
Model	2	1.67143788	0.83571894	1.39	0.2563
Error	56	33.54890110	0.59908752		
Corrected Total	58	35.22033898			

R-Square	Coeff Var	Root MSE	Importance-quality Mean
0.047457	17.83845	0.774007	4.338983

Source	DF	Anova SS	Mean Square	F Value	Pr > F
Usage	2	1.67143788	0.83571894	1.39	0.2563

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One-Way Analysis of Variance Results

The ANOVA Procedure

Class Level Information					
Class	Levels	Values			
Buy new launch	3	May be No yes			

Number of Observations Read 59 Number of Observations Used 57

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One-Way Analysis of Variance Results

The ANOVA Procedure

Dependent Variable: Importance-quality

Source	DF	Sum of Squares	Mean Square	F Value	Pr > F
Model	2	0.77088555	0.38544277	0.77	0.4670
Error	54	26.94841270	0.49904468		
Corrected Total	56	27.71929825			

R-Square	Coeff Var	Root MSE	Importance-quality Mean
0.027810	16.04246	0.706431	4.403509

Source	DF	Anova SS	Mean Square	F Value	Pr > F
Buy new launch	2	0.77088555	0.38544277	0.77	0.4670

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One-Way Analysis of Variance Results

The ANOVA Procedure

Class Level Information					
Class	Levels	Values			
Education	4	Bachelor's degree Graduate or professional degree High school diploma or equivalent Some college or associate degree			

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One-Way Analysis of Variance Results

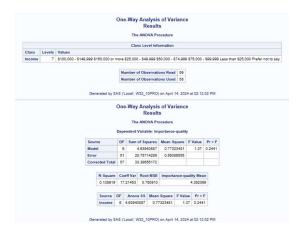
The ANOVA Procedure Dependent Variable: Importance-quality

Source	DF	Sum of Squares	Mean Square	F Value	Pr > F
Model	3	1.20421301	0.40140434	0.67	0.5721
Error	54	32.19233871	0.59815442		
Corrected Total	67	22 20855172			

 R-Square
 Coeff Var
 Root MSE
 Importance-quality Mean

 0.036058
 17.70055
 0.772110
 4.362069

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Statically significant Anova

Ho: There is NO difference b/w means of Quality and Employment status.

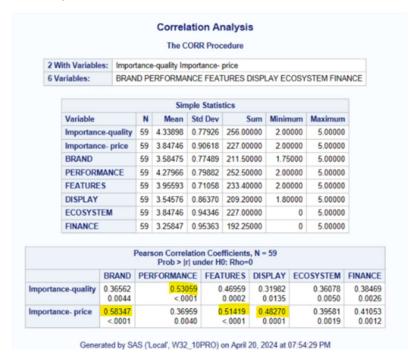


- Part time workers are more concerned about Quality of the laptop
- Full time workers are less concerned about Quality of the laptop.

9.3. CORRELATION

Objective 2 = To validate the relationship between Independent and dependent variables.

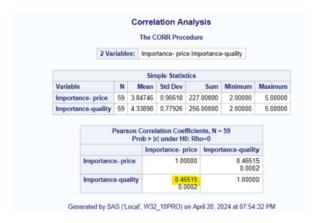
Ho: No significant relationship between Price, Quality, Brand, Performance, Display, Finance, Feature, and Ecosystem.



- Correlation shows the strength of the relationship.
- Found that price has moderate positive linear relationship with Brand (58% related), Features (51% related) and Display (48% related).
- Higher the Price higher better the Brand Reputation, More Features in the laptop and Good Display in a laptop.
- Found that Quality has moderate positive linear relationship with Performance (53% related).
- Higher the Quality better the performance of the laptop.
- All the correlations are statically significant

Objective 2 = To validate the relationship between Independent and dependent variables.

Ho: No significant relationship between Price, Quality, Brand, Performance, Display, Finance, Feature, and Ecosystem.



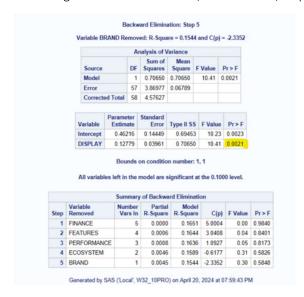
- Found that importance of price has moderate positive linear relationship with importance of quality.
- Unit change in importance of price will increase the importance of quality by 46%

9.4. REGRESSION

WE used backward regression as it will eliminate the Independent variables that are not impacting the dependent variables

Objective 3 = To validate the impact of Independent and dependent variables.

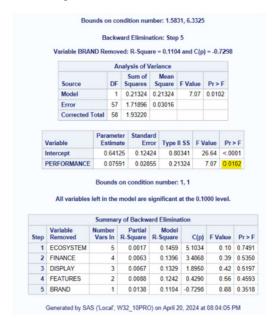
Ho: No significant effect of Brand, Performance, Display, Finance, Feature, and Ecosystem on Price.



- Display significance to Price, P-value is less than 0.05.
- This paves the way for further exploration and investigation.

Objective 3 = To validate the impact of Independent and dependent variables.

Ho: No significant effect of Brand, Performance, Display, Finance, Feature, and Ecosystem on Quality.



- Performance significance to Quality, P-value is less than 0.05.
- This paves the way for further exploration and investigation.

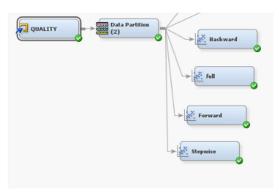
10. DATA MINING

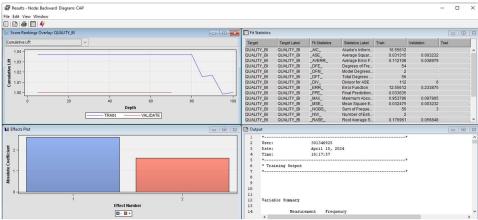
In SAS Miner, we utilize regression analysis to ascertain the extent to which our independent variables influence the dependent variables. Additionally, we assess the significance of our model for validation purposes. Given the limited dataset available, we allocate 95% of the data for training and reserve 5% for validation, recognizing that our current data volume may not adequately support further validation efforts.

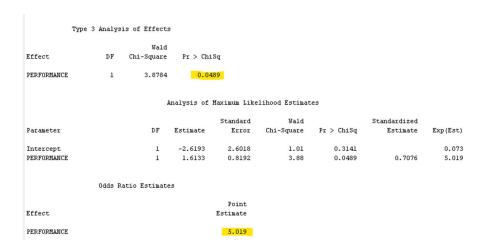
10.1. REGRESSION

Objective 3 = To validate the impact of Independent and dependent variables.

Ho: No significant effect of Brand, Performance, Display, Finance, Feature, and Ecosystem on Quality.





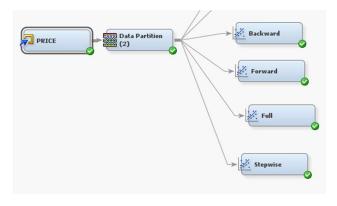


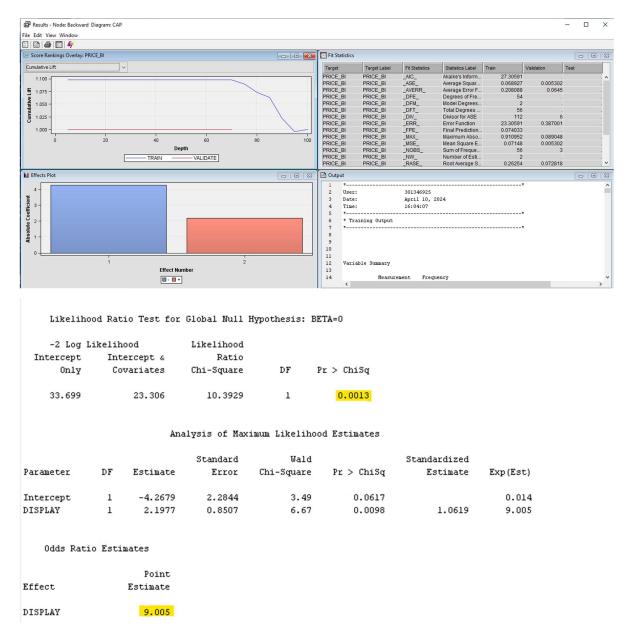
Null Hypothesis got **REJECTED.**

It has been discovered that the performance of the laptop significantly influences its quality. With an odds ratio estimate of 5.019, a one-unit increase in performance is projected to amplify the quality by fivefold.

Objective 3 = To validate the impact of Independent and dependent variables.

Ho: No significant effect of Brand, Performance, Display, Finance, Feature, and Ecosystem on Price.





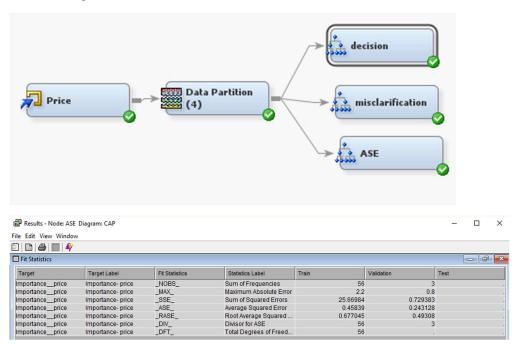
Null Hypothesis got **REJECTED.**

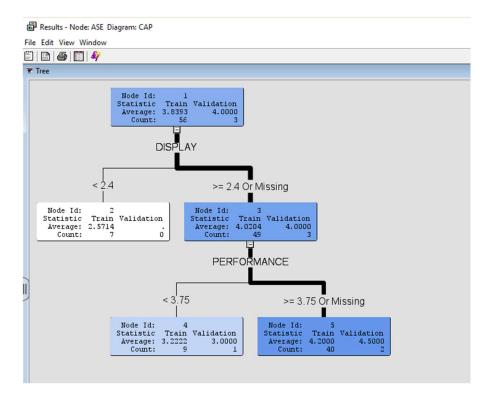
The analysis reveals that the display of the laptop has a substantial impact on its price. With an odds ratio estimate of 9.005, a one-unit increase in display quality is anticipated to boost the laptop's price by a factor of nine.

10.2. DECISION TREE

We are Using decision tree analysis, performed Misclassification, ASE, Decision Tree Got same ASE and result from all the decision tree performed.

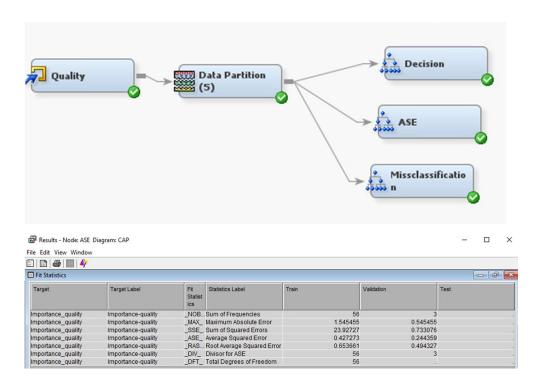
Price as a target.





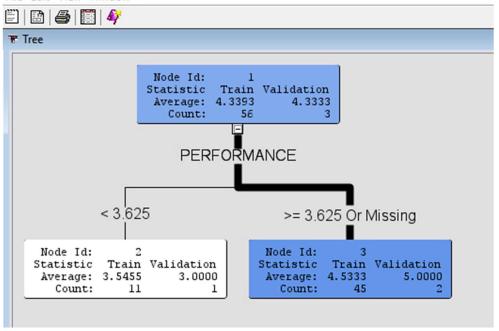
For price, Display is most important just like we got the result in regression.

Quality as a target.



🗗 Results - Node: ASE Diagram: CAP

File Edit View Window



For quality, Performance is most important just like we got the result in regression.

11. RECOMMENDATIONS

- Prioritize performance improvements to cater to the multitasking needs of student users who heavily rely on their systems.
- Enhance the quality of the laptop by focusing on improving the cooling system and speed. This will ensure a smoother and more efficient performance, addressing the needs of users who prioritize quality and reliability.
- Improve screen resolution and refresh rate to add value without significantly increasing the laptop's price, meeting the needs of budget-conscious users.
- Prioritize display quality by enhancing screen resolution and refresh rate to provide a more comfortable and visually pleasing experience for users who spend extended hours on their laptops.

12. REFERENCES

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