

Starter Pack AB test analysis

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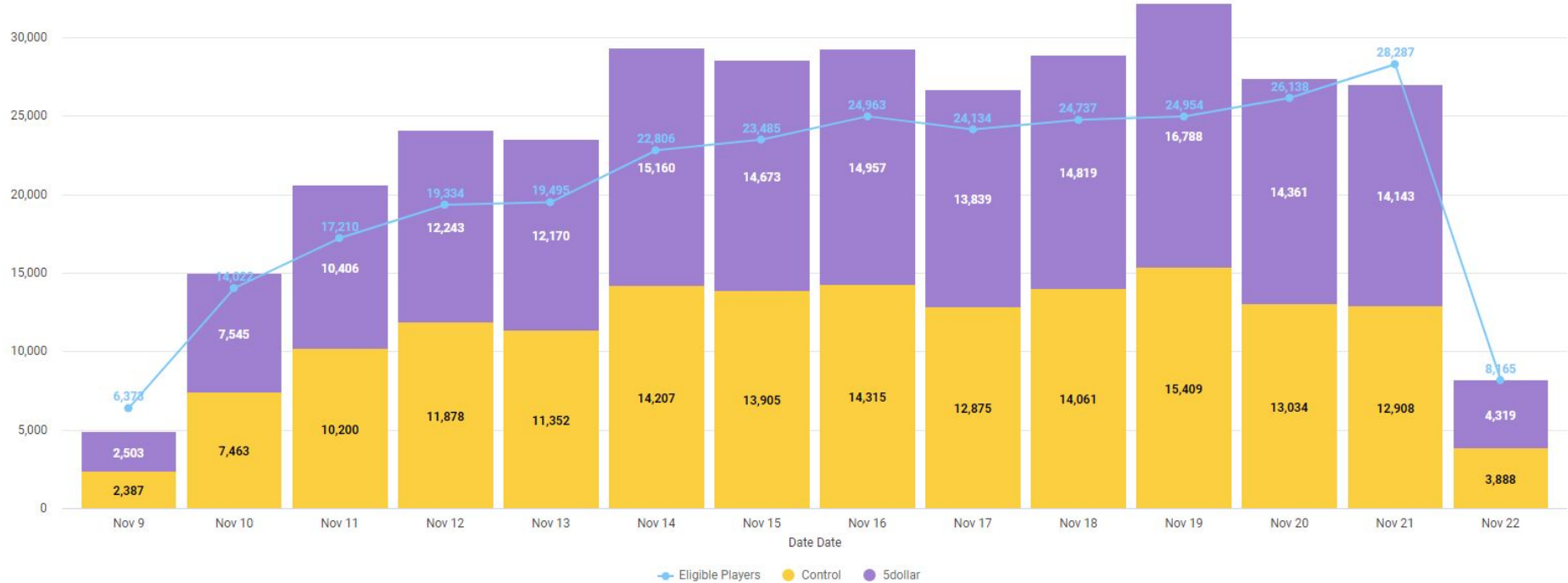
Context and setup

1. **Context:** We see very good conversion rate on the Starter Pack (SP) and lower purchases of the other IAP packs
2. **Setup:** Current price of the SP is \$2, let's test at \$5 price point. Only for new users, equal split between groups, stratified by country.
3. **Main hypothesis:** Less players will buy the more expensive SP but overall it will lead to higher revenue. SP offers a good deal and initial boost in progression, it is also a one-time available purchase so we don't expect interest in the pack to dry out. Expected negative effect on conversions but overall higher revenue.

Findings and recommendations

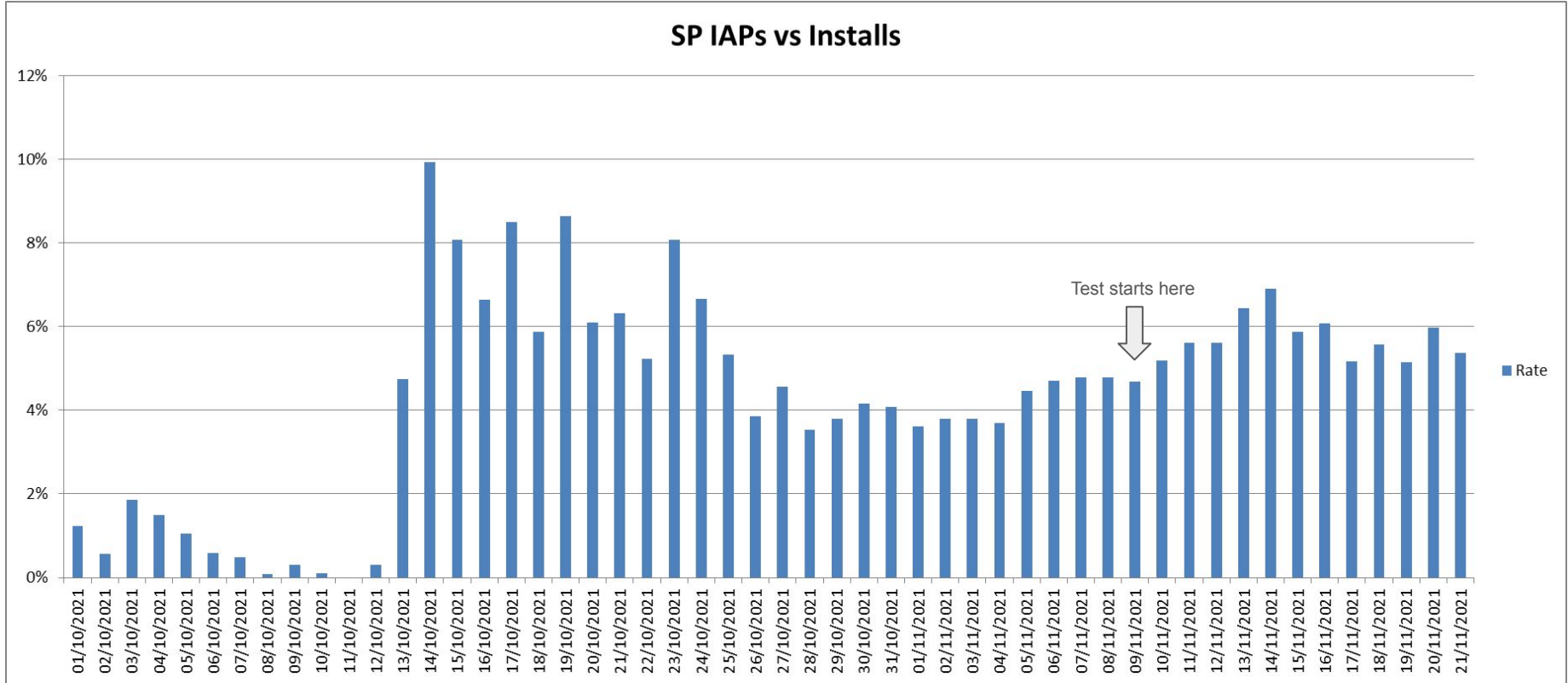
1. The \$5 SP does not seem to be hurting other KPIs
 - a. PUR is the same or slightly lower
 - b. Revenue is higher
 - c. Retention is not affected
2. SP should be a conversion mechanic and we're moving away from that
 - a. First Conversion on SP is worse
 - b. Lower First Conversion on Welcome Screen
 - c. Overall PUR is slightly lower
 - d. Players who don't convert on \$5 SP find the \$2 bundles and convert on them
3. Possible problem with the tracking of the received campaigns

Eligible vs received campaign



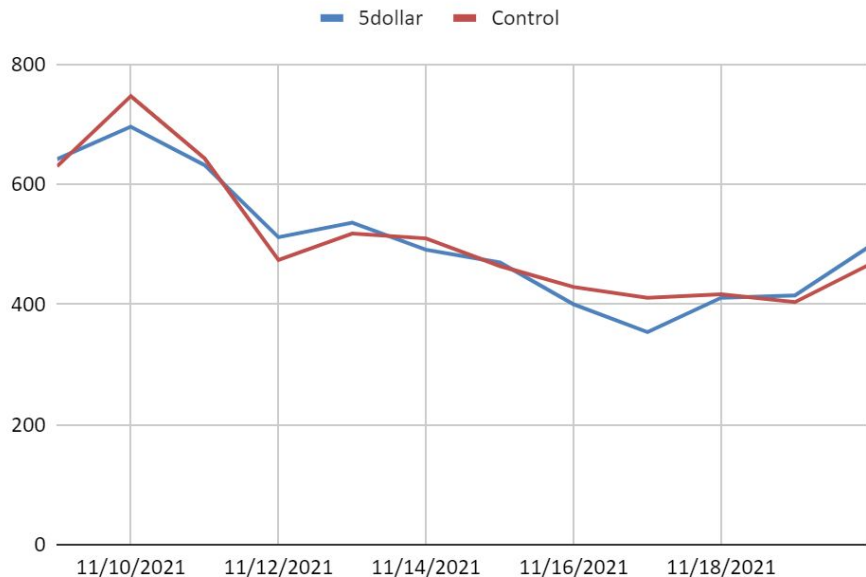
- Potential double counting of users in each group
- Equal split between groups, test works fine

Starter pack performance

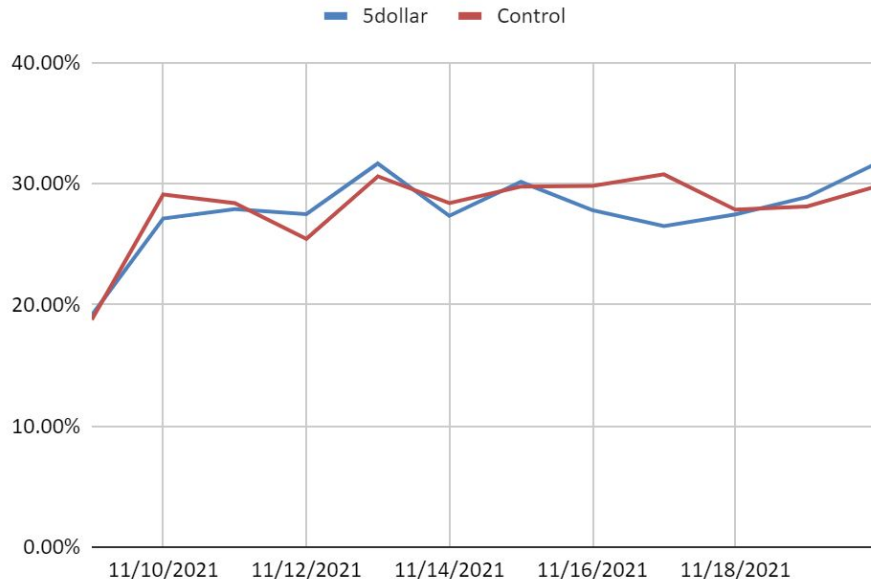


Retention D1

Retained users D1

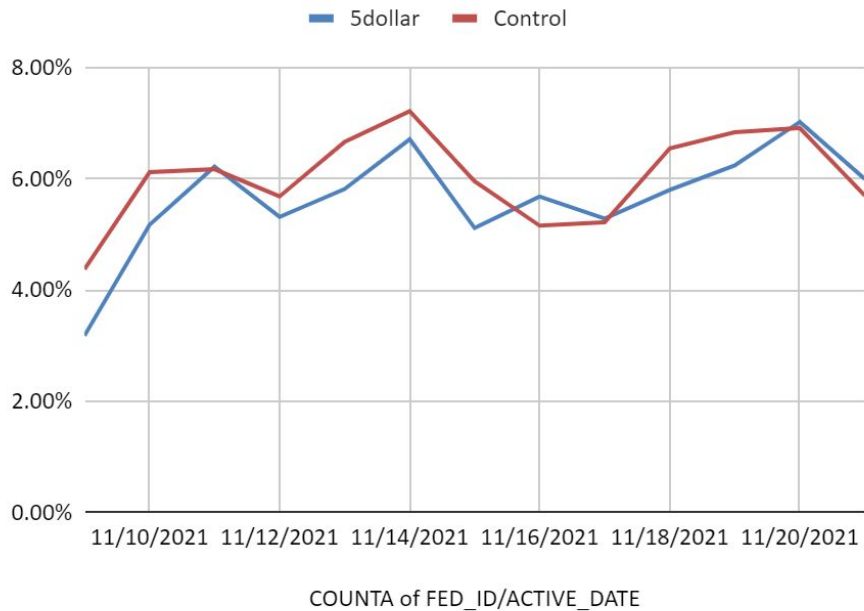


Simulated Retention D1

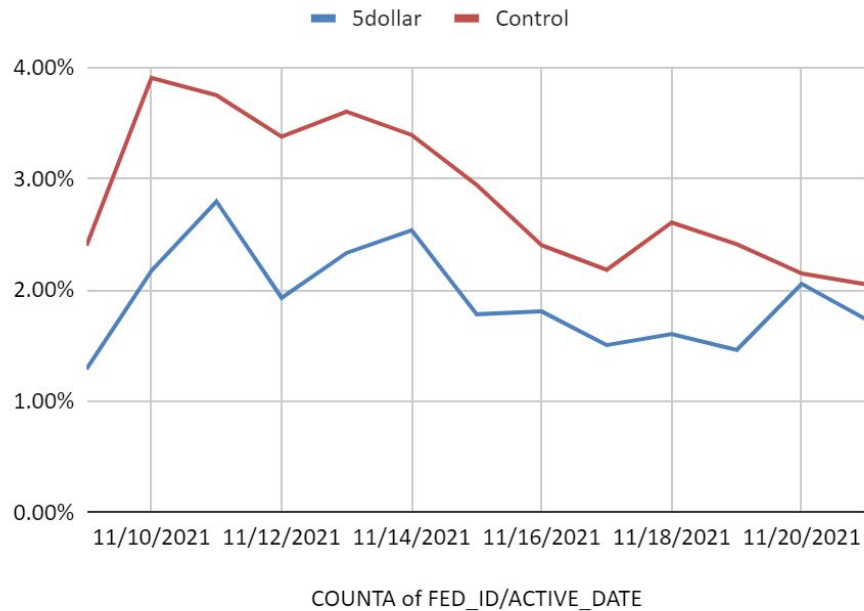


PUR

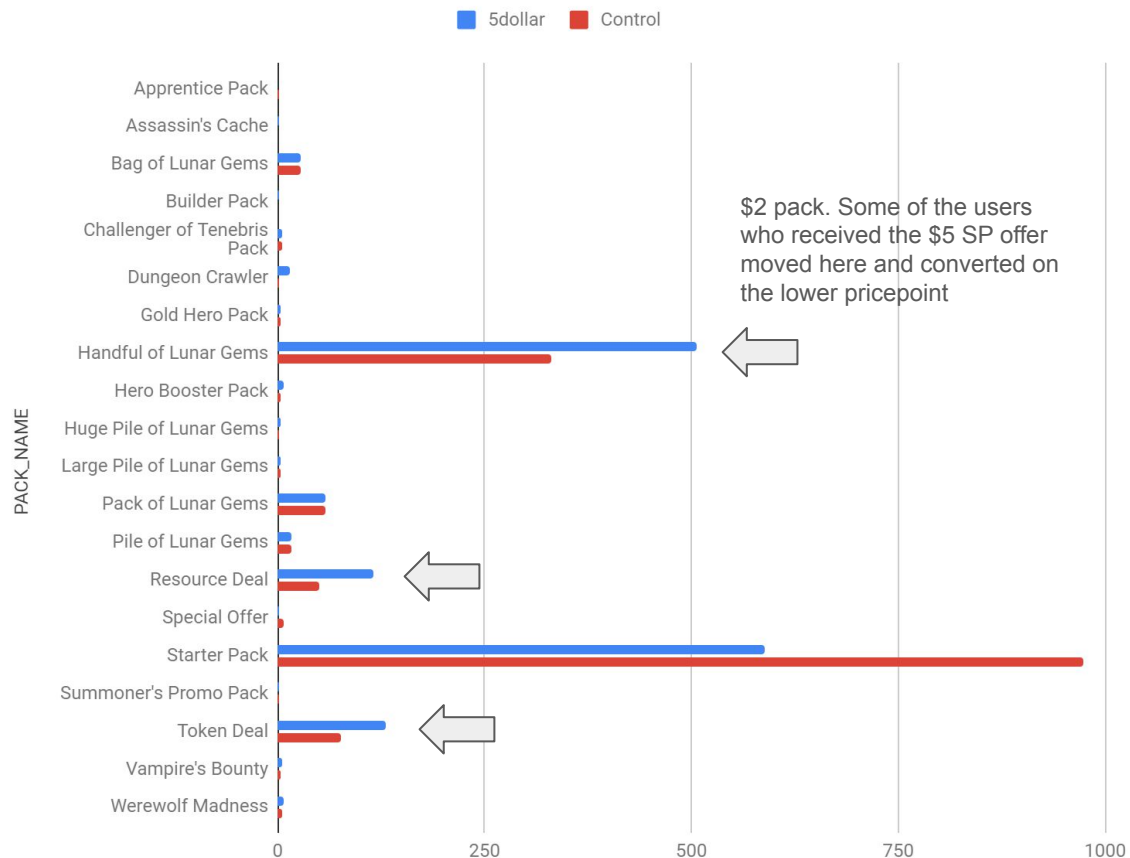
PUR



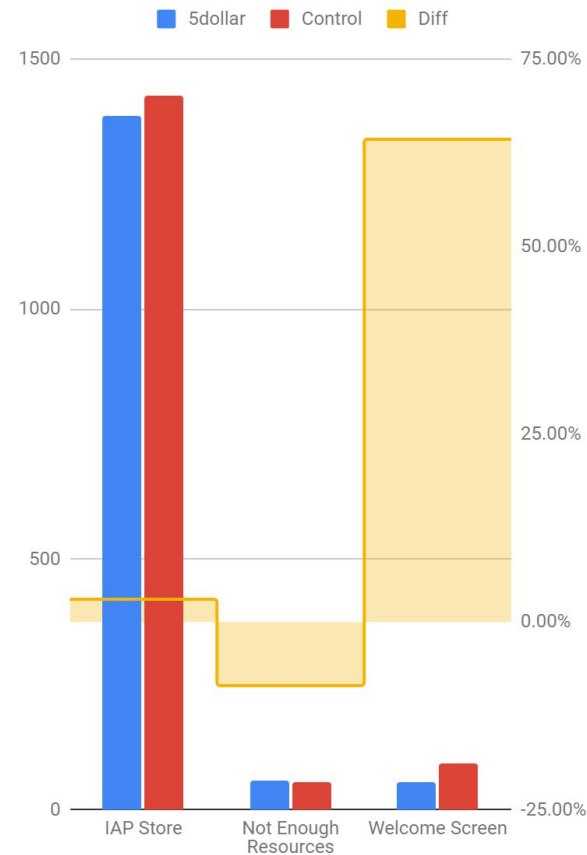
PUR SP



First conversions

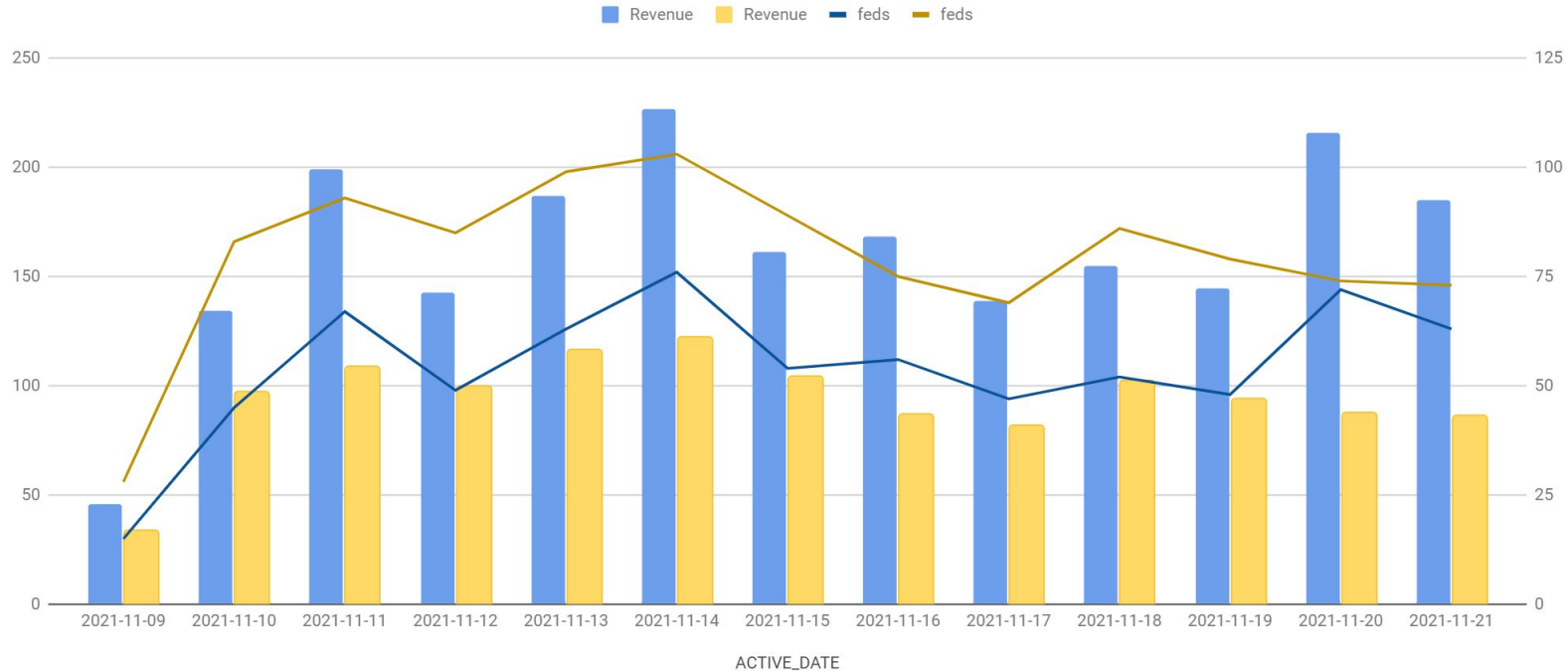


First conversion location



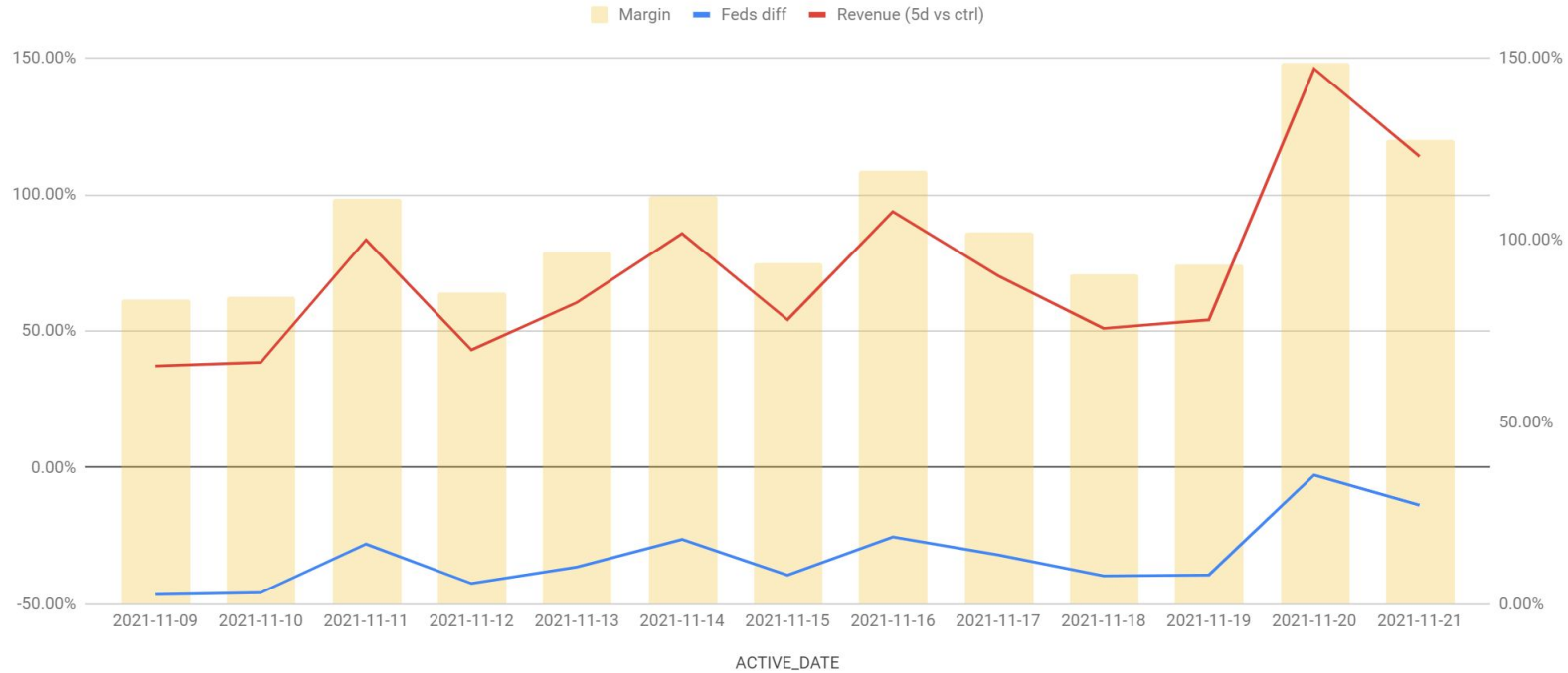
SP Revenue

5dollar (Blue) vs Control (yellow) performance



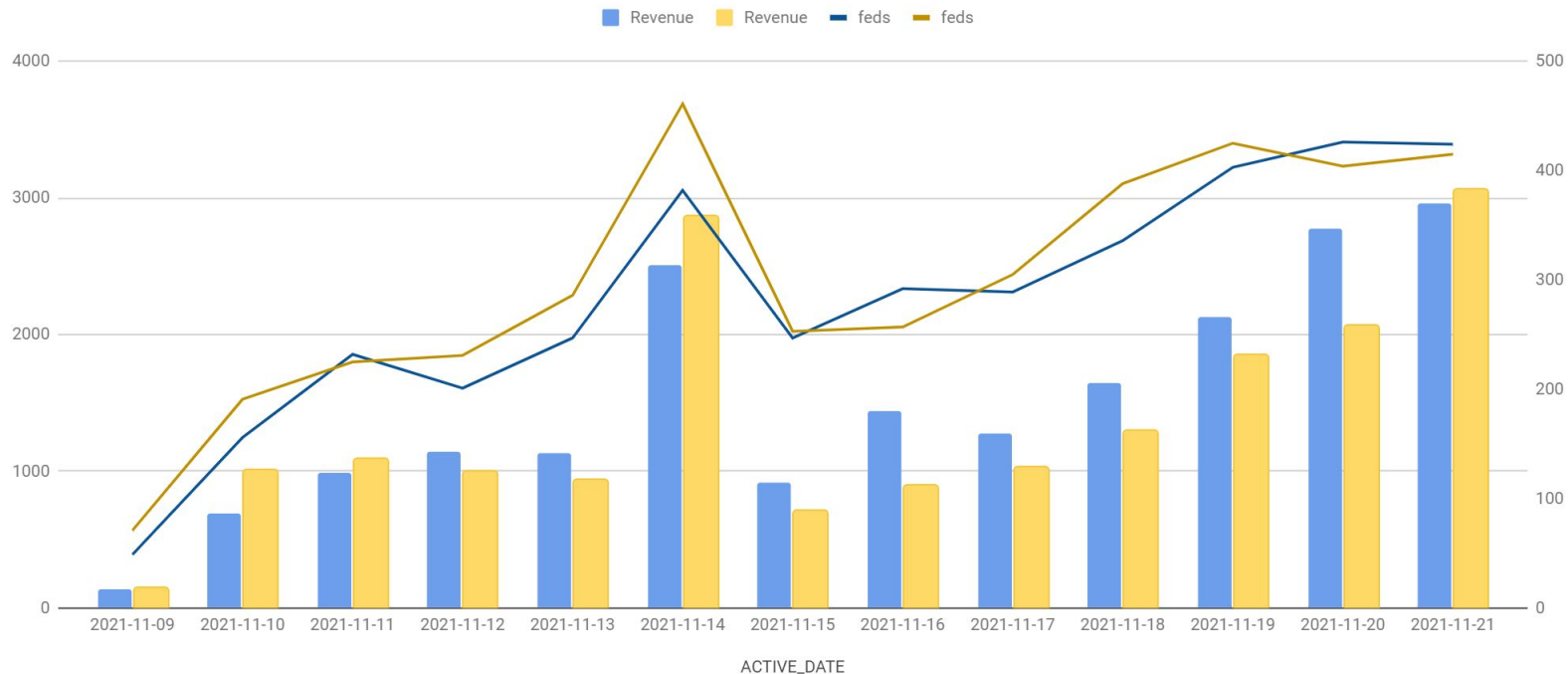
SP Revenue margin

Revenue margin



Overall Revenue

5dollar (Blue) vs Control (yellow) performance



Overall Revenue margin

Revenue margin

