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Elec Kart e-Commerce | Project Report

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Elec Kart

Agenda:

Key business insights and Proposed Market Mix Model for improved Revenue.

Date: 15-Jun-2025











Elec Kart - Introduction

- ElecKart, an Ontario-based e-commerce platform, specializes in electronics and operates a regulated marketplace connecting buyers and sellers. It offers nationwide delivery, top brands, quality checks, and big-ticket promotions to enhance customer experience.
- ElecKart saw early growth but faced revenue decline due to high customer churn, poor user experience, lack of a mobile app, and ineffective marketing. The CFO now seeks a root cause analysis to improve cost efficiency and retain customers.



Target Audience



CFO

Why Profit Levels are low.

What's the ROI

How to optimize the Budget



Marketing Head

Customer Segmentation

Geographic Spread of customers.

Preferred Vehicle of AD Stock.



Operations Head

-Current Status of SLA

Impact on Sales

Business Model Canvas

Key Partners



- Merchants
- Logistic Partners
- IT Infrastructure
- Software Development team.
- Warehouse Management

Key Activities



- Product Assortment on Website by Category Managers.
- Merchants, Sellers and Logistic Partners Onboarding by respective Teams.
- Availability and UX of eCommerce Website

Key Resources



- Category Managers.
- Onboard Team.
- Warehouse.
- Online e-Commerce Platform.
- Customer Care Team.

Value Propositions



- ElecKart is a leading ecommerce chain based in Ontario, Canada, specializing in electronic products.
- It sells all major electronic items such as TVs, cameras, OLED screens, and microwaves.
- The company follows the marketplace model and acts as a platform where buyers and sellers can interact with each other.

Customer Relationships



- Customer care team helps customers and merchants with their product or delivery issues.
- Detailed feedback is also requested on the products and services in order to further improve customer experience.

Channels



Sells these products only via the website

Customer prefer a Mobile App.

Customer Segments



- Current Market Focus is on Ontario Canada.
- Segments of customers vary basis the Product, Price and Promotions.
- It occasionally offers bigticket promotions (similar to the Big Billion Day) in order to ensure that the top-end customers are delighted.

Cost Structure



- Advertisement and Marketing.
- Online eCommerce Platform Infrastructure CAPEX, OPEX.
- Payment to Logistic partners.
- Employees Salary Marketing, Category Managers, Onboard Team, Customer Care Centre and IT Staff.
- Warehouse Maintenance

Revenue Streams



- Commission from Merchants for each of the product Sold.
- In page advertisement in the Online eCommerce Platform.

Key Insights

CUSTOMERS

- Segments: Customers are segmented basis the RFM Score & ~9% of customers are of Top-Valued Customers.
- New customers addition is getting dropped as the month progress.es.
- **%Dormant Customers** (with 1 order History) shows an alarming presence in the Camera Accessory which is the Top performing Product segment.
- **%Churn Likely** is low with Top Customer Segment.
- **NPS** received in 2016 has better correlation with Total Sales compared to 2015. Reflects seasonality as it tops in May'2016 start of spring.

INVESTMENT

- All 3 sub categories have low sales compared to the investment in the respective Year Month
- Though Sales Vs Investment Ratio is higher in Camera Accessory followed by Gaming Accessory and Home Audio.
- 2016 performs relatively better compared to 2015 in terms of previous weeks investment's impact on Sales in the Subsequent week.
- TV and Digital performs better compared to other Ad Stocks in terms of previous week investment's influence on subsequent weeks Sales.

PRODUCTS

- Camera Accessory Tops the Total Sales Volume followed by Gaming Accessory, Home Audio.
- Camera Accessory and Gaming Accessory are aligned Customer Segment by Value has more concentration with Top Customers Segment
- Home Audio has more concentration in High-Value Segment (Rank 2)

GEO DISTRIBUTION

- Customers are segregated into 7 clusters basis the Pincode.
- Clusters 0,1 & 3 has most of the Top end and High Value Customers.
- Product Procurement SLA<=5 and SAL<=12 in cluster 0,1 and 3 has more concentration.

SALES

- Customer Segment Vs Sub Category: Top Customers, has high concentration in Camera Accessory.
- Churn Likely vs Customer segment: Top Customers are highly unlikely to Churn.
- Pin code Cluster 1 does well in terms of Sales and Top Customers segment.
- Lesser the Value of the Customer Segment more is the preference to COD Payment Type.
- High Churn Likely is present in all 3 sub categories
- Preferred SLA range lies withing <=12 Days. More the SLA lesser is the sales.

WEATHER

- Camera Accessory +ve correlations with Min and Max Temp, where customers tend to experience or experiment with Nature Photography during Warm and Pleasant weather conditions.
- Snow has certainly has +ve with Gaming Accessory where customers tend to stay in house during heavy snow.
- 2015 Aug has only 1 week of Sale as Ontario faced with 3 Tornadoes (source):

Website

- Low Conversion Rate: if product delivery #days (SLA) are high and displayed only when customer is about to check out, will cause a drop out, Low NPS and may even make customer to churn.
- Payment Mode COD seems to be high with Low value customers, so better to enable it only for Loyal customers who have low order returns and goo transaction history.

Overview of Proposed Market Mix Models







- Camera Accessory
- Gaming AccessoryHome Audio

Gaming Accessory

Product Verticals: Concentration on product verticals like **Game Pads, Joystick Gaming Wheel, TVOutCable Accessory**, will pay off better as customer concentration on these products are more.

Pricing: Discounts for this does not prove to be effective, as these are routine products, preventing a Markdown Pricing strategy will preserve Revenue. Customers mostly may not remember the pricing for usually bought products. These products can be bundled with Products from other sub categories as Promotional Sale instead of reducing the price, which customers does not really look for.

Promotion: None of the current vehicles are proving to be worth the investment, though overall customer preference is in TV and Digital mediums. During weather Factors like Snow customers tend to stay home, watching TV or Digital Entertainment. So Targeting these TV, Digital vehicles during such situation will pay off better.



Home Audio

Product Verticals: Concentration on product verticals like **Voice Recorder**, will pay off better as customer concentration on these products are more.

Pricing: Discounts for this does not prove to be effective, as these are routine products, preventing a Markdown Pricing strategy will preserve Revenue. Customers mostly may not remember the pricing for usually bought products. These products can be bundled with Products from other sub categories as Promotional Sale instead of reducing the price, which customers does not really look for.

Promotion: Sponsorship seems to the preferred Vehicle for this category. As the sales is low relative to other categories, combining with Gaming Accessory Sub Category will pay off better, where customers may prefer to have better sound effects while gaming.

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Home Audio Model Equation

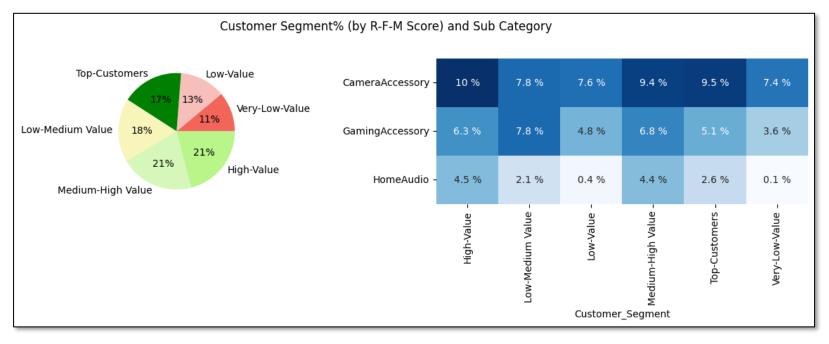
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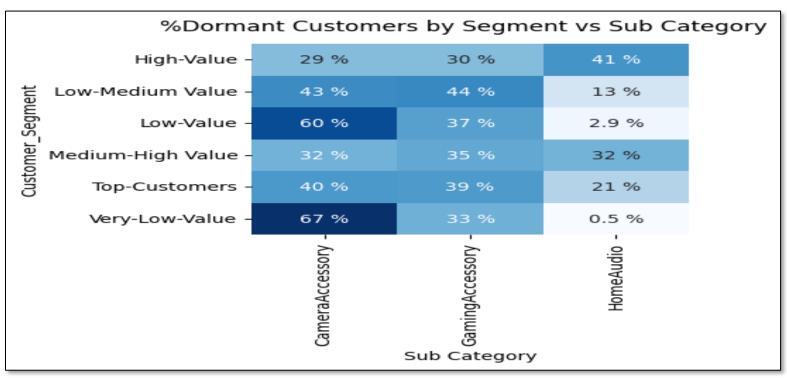
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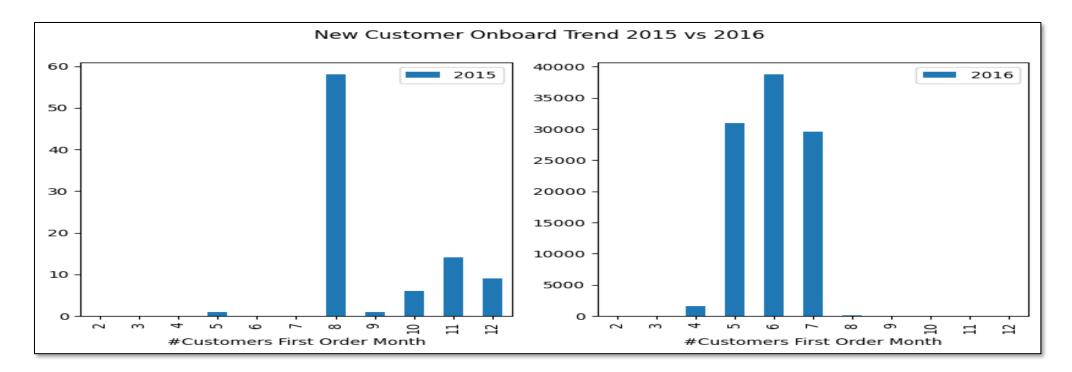
Dashboards

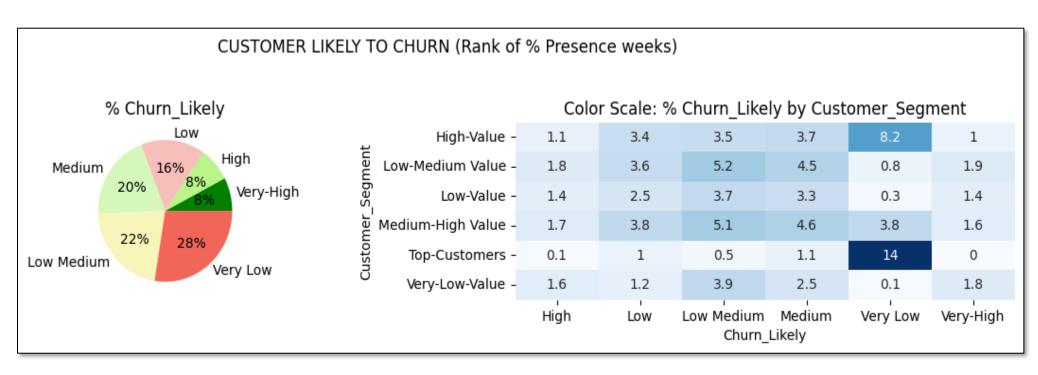
- Customer
- Products
- Sales
- Investments
- Geo Distribution (vs SLA)
- NPS
- Weather

Customer Dashboard

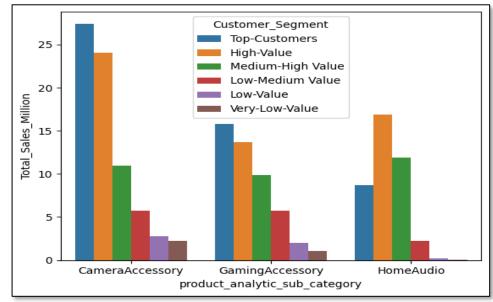


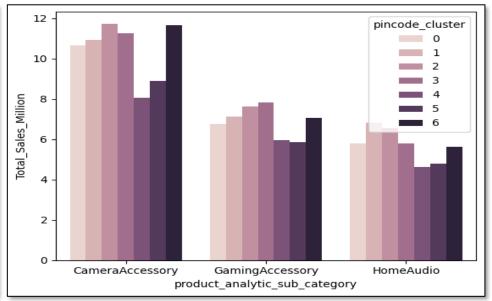


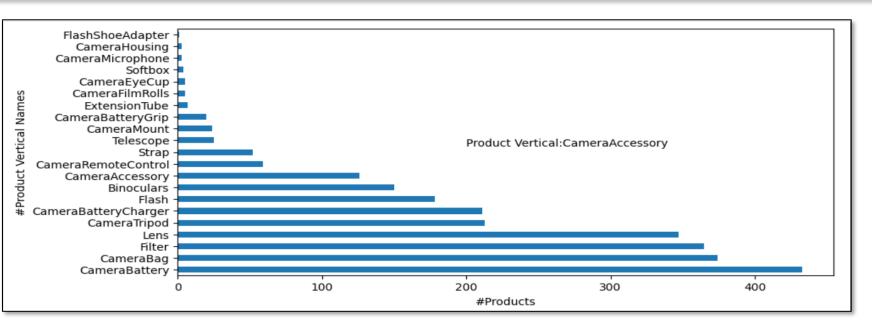


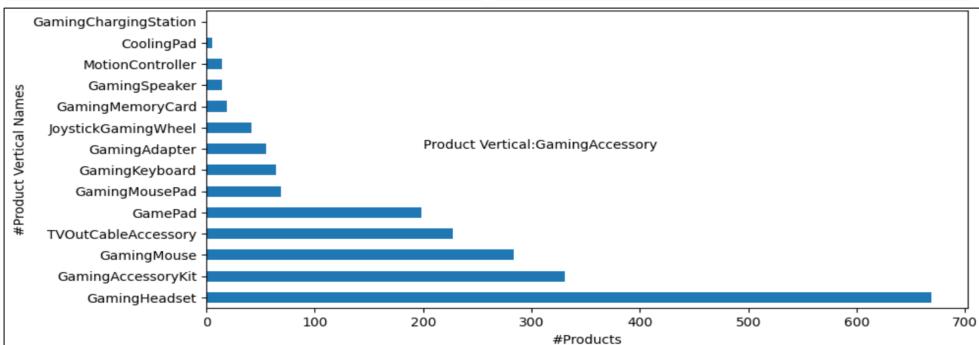


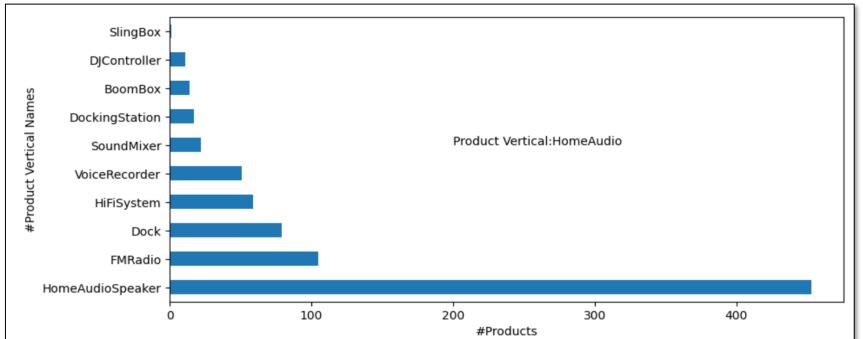
Product Dashboard

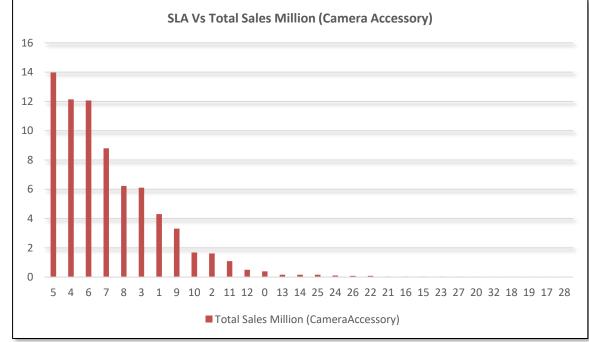


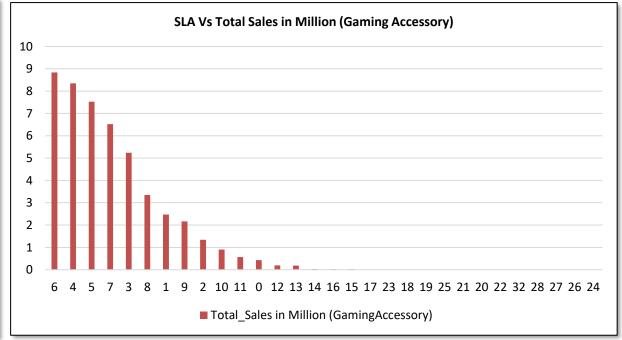


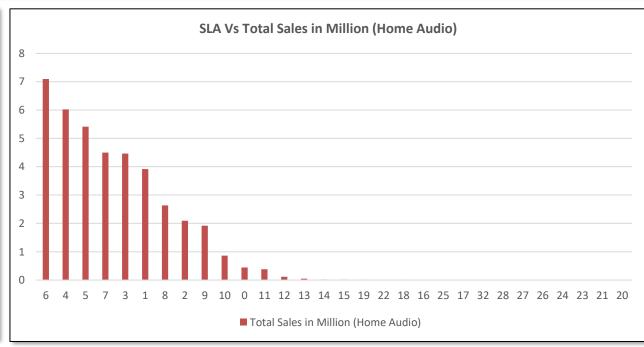






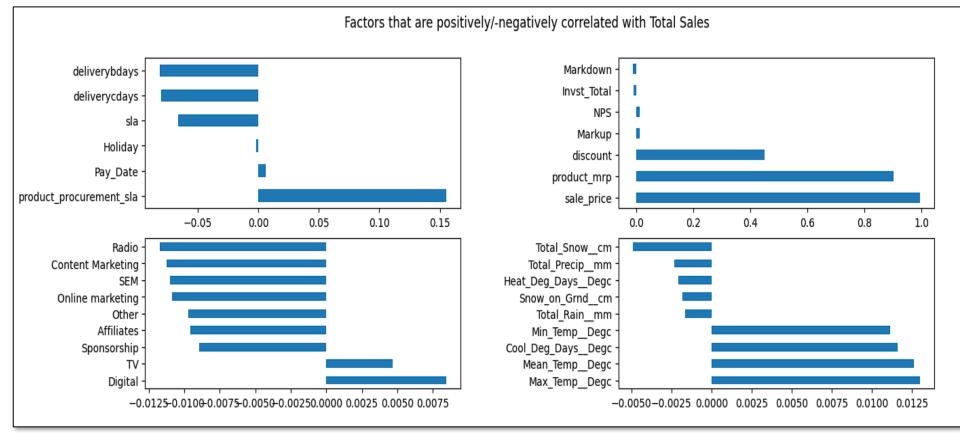


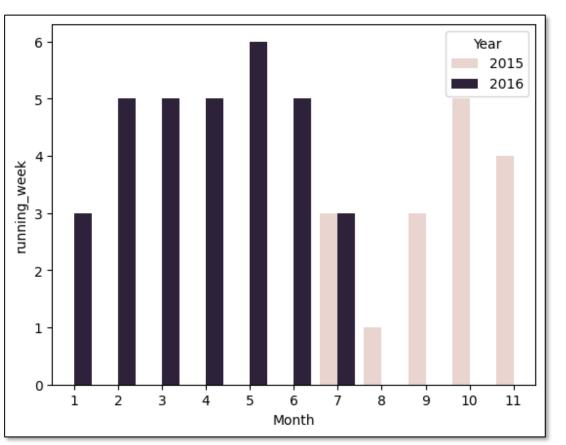




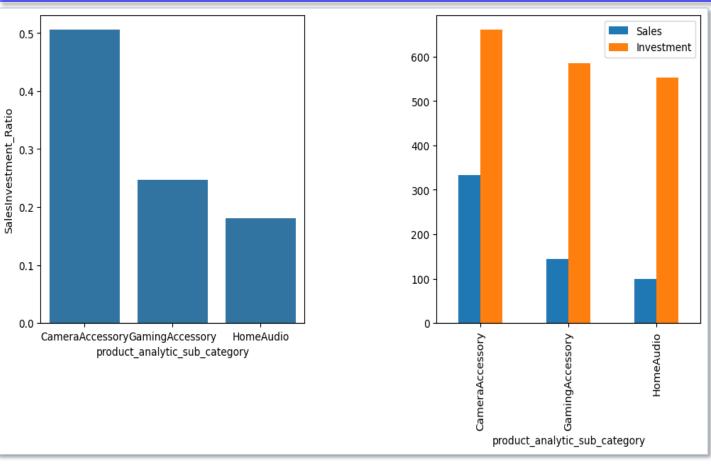
Sales Dashboard

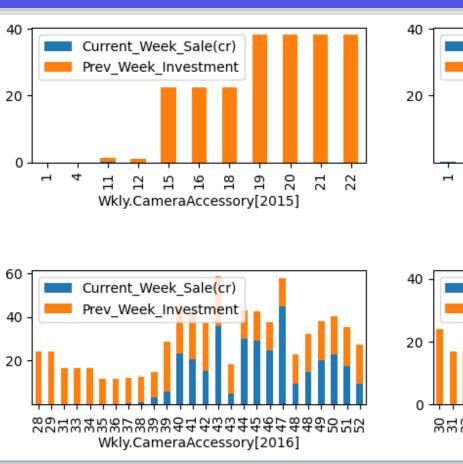


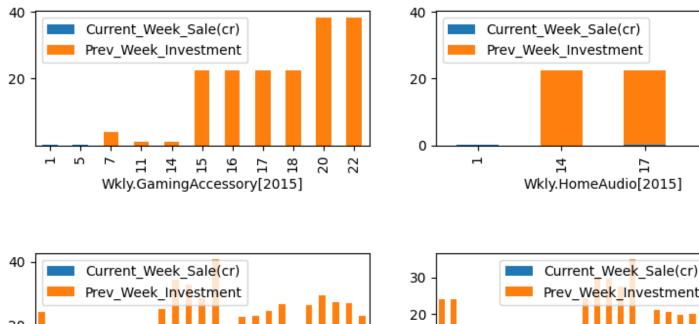




Investment Dashboard



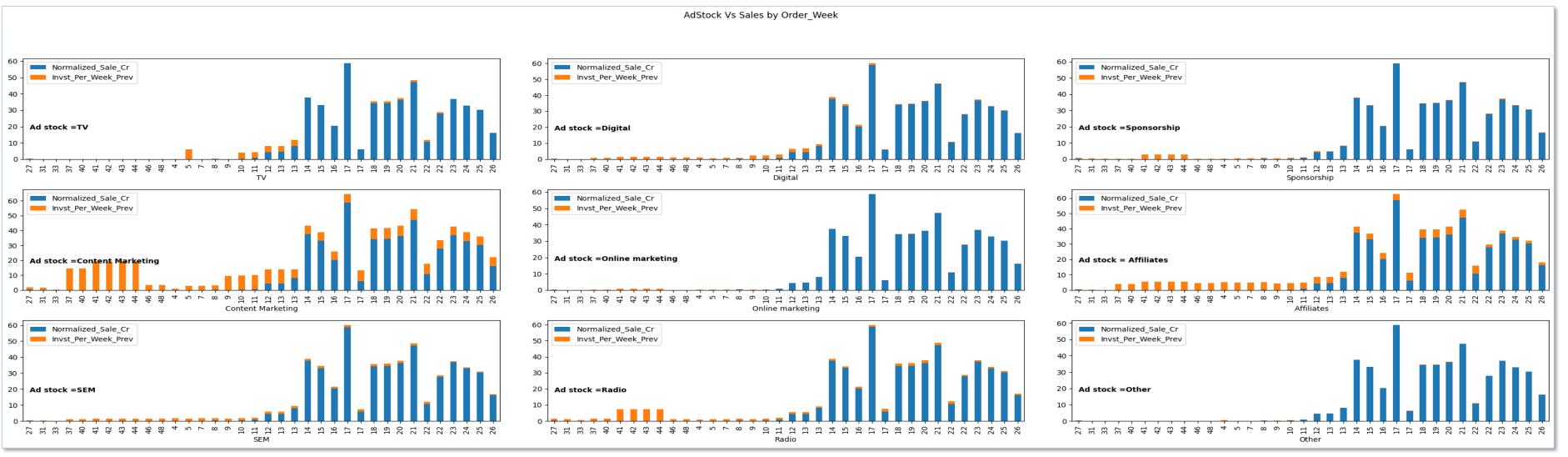




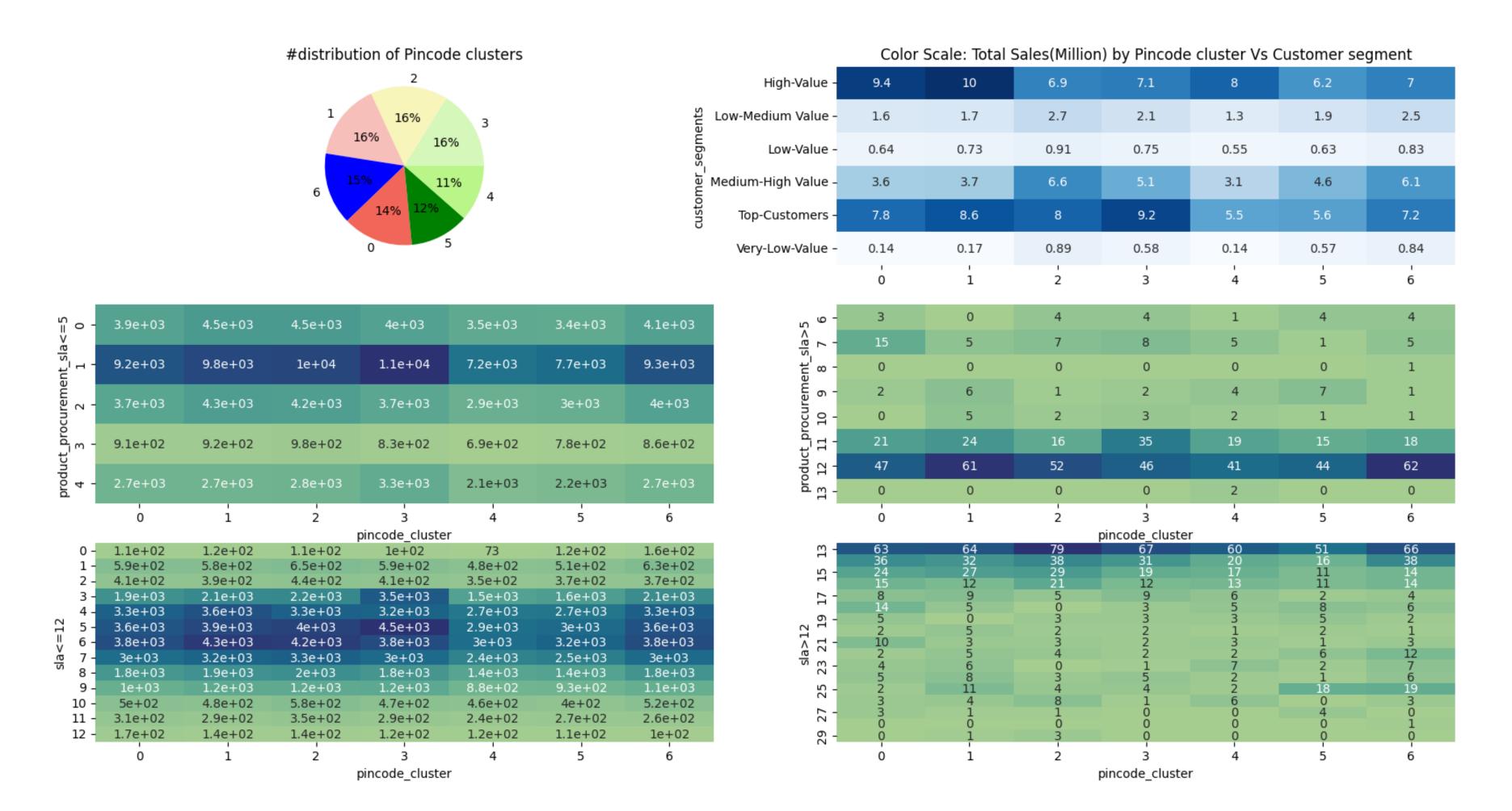
Wkly.GamingAccessory[2016]

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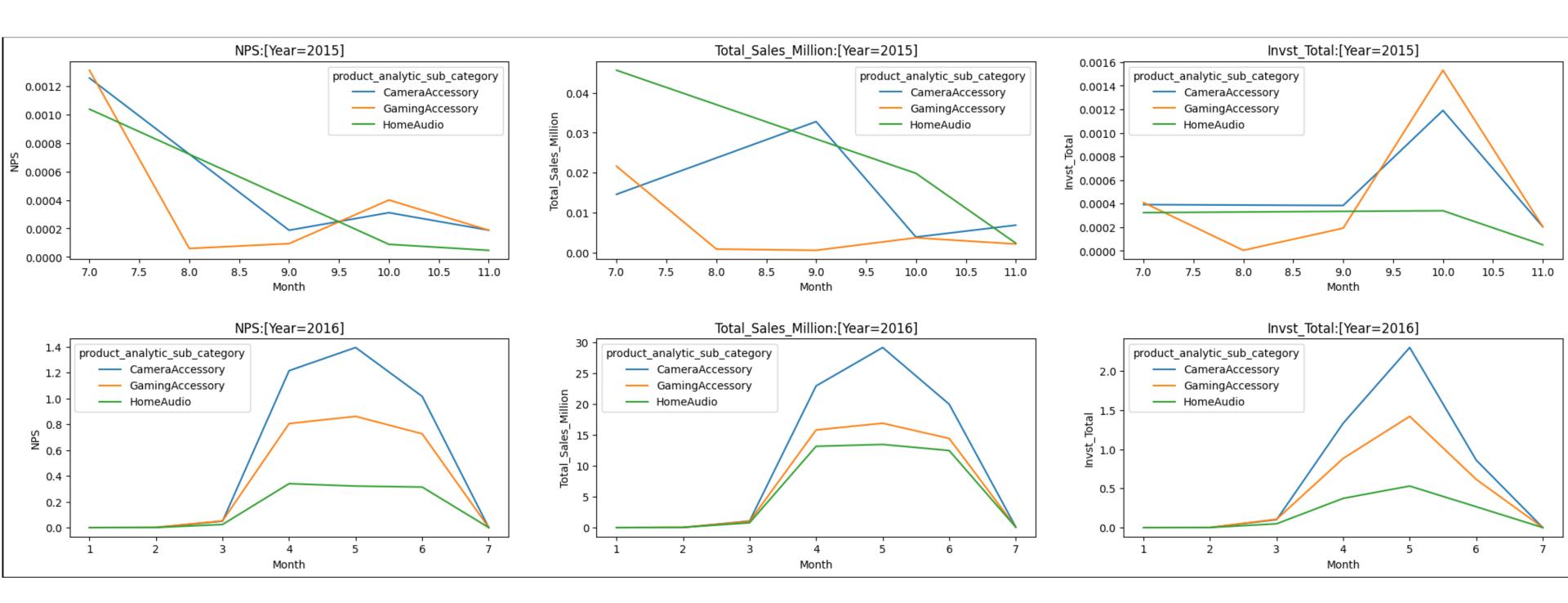
Wkly.HomeAudio[2016]



Geo Distribution (vs SLA) Dashboard



NPS Dashboard



Weather Correlations

Max_TempDegc -	0.021	-0.0031	0.014
Min_TempDegc -	0.017	-0.0019	0.019
Mean_TempDegc -	0.02	-0.0027	0.017
Heat_Deg_DaysDegc -	-0.0026	0.0049	-0.024
Cool_Deg_DaysDegc -	0.013	0.0086	0.017
Total_Rainmm -	0.0029	-0.011	-0.019
Total_Snowcm -	-0.0061	0.0026	-0.009
Snow_on_Grndcm -	-0.0011	-0.0044	0.0012
Total_Precipmm -	0.0019	-0.01	-0.02
	CameraAccessory -	u p GamingAccessory - x	HomeAudio -

Target Audience



Head of Data Analytics

Solution Approach

Data Understanding

Feature Engineering

EDA

Correlations

KPIs

Data Modelling

Solution Approach Overview

Source Path Setup

- Data is imported by linking the Data Source G Drive Shortcut.
- All coding is done using Google Colab, in case if verified from local machine requesting to copy all the sources and the Jupyter notebook in same path.

Common Reusable Methods implemented to standardize and reduce time.

Data Imports

- getData_* methods is written to import each data source: Consumer Electronics, Media and Investment (Investment, NPS, Sales)
- Weather Data for 2015 and 2016 is unified into single data set.

Feature Engineering:

- All getData_ methods adds additional columns, does formatting and all data changes needed for each data entity. Basic cleanup like Dropping duplicates, removing nulls are done.

Merging Data Entities:

- A dictionary definition is created how to merge Data Entities with Consumer Electronics Data and merged through getDataMergedEntities method

EDA

- **Null Handline:** Data is cleaned for Null.
- Outliers: A method is implemented to loop through the Data for each entity, check and drop outliers, and show the Box plots.

Correlations:

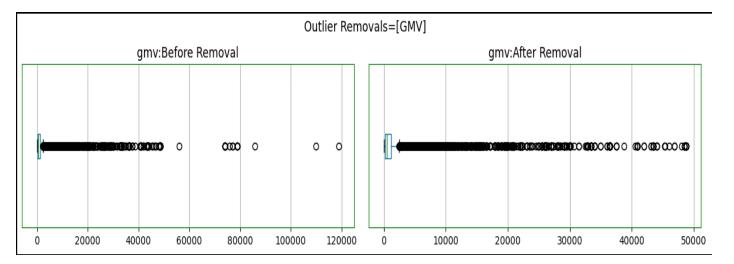
- showCorrelationMatrices method displays correlations in 4 quadrants for various aspects.
- showFactorsCorrelatedWithTotalSales displays Factors that correlate with Total Sales –vely and +vely

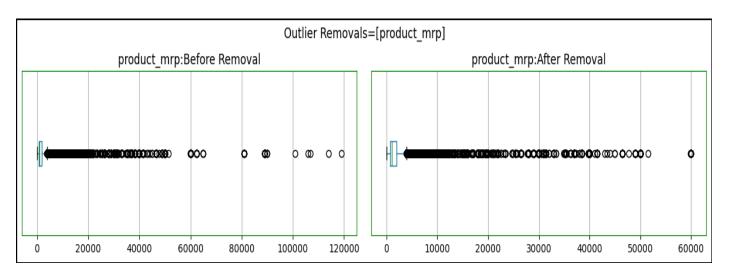
KPIs

- **A KPI method section is placed** with all showKPI_ methods to prepare the KPI data, separate methods to consume the KPI data and display.

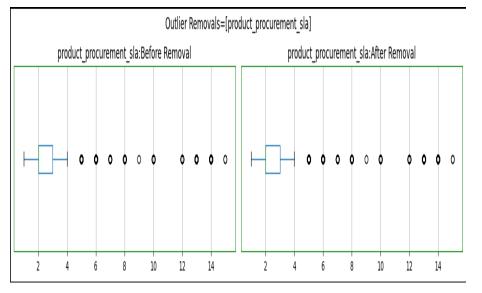
Data Modelling

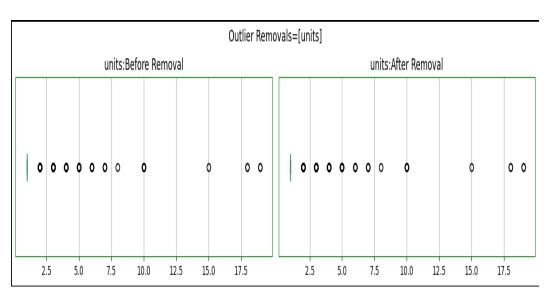
- An user defined class is created to manage the Data Modelling and improve re-usability.
- Before Modelling for Separate Sub Categories, this class is tested for stability.
- This class has Basic RFE, RFECV and GridSearchCV implemented.
- This class initializes Test and Training Data, loops through and drops the insignificant columns by (p-value and VIF), does residual Analysis, plots the final model and display the model equation.

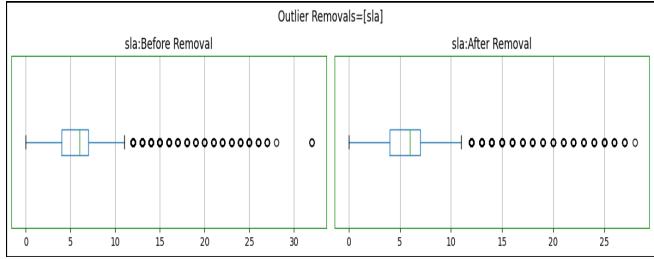


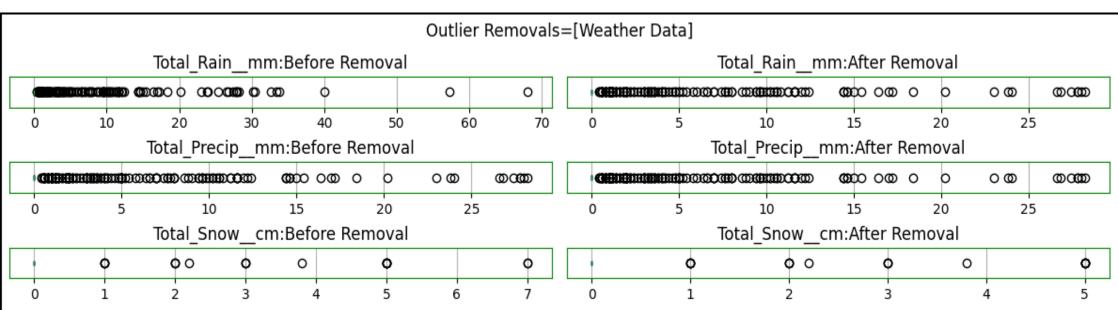


EDA – Outlier Removals

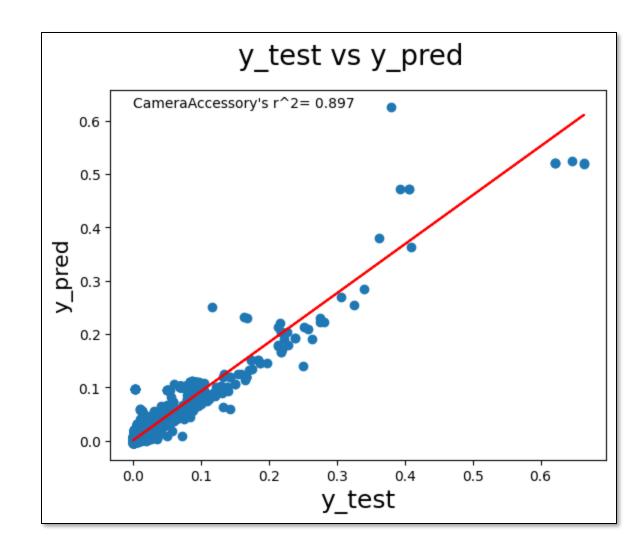






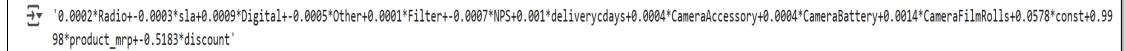


Data Model – Camera Accessory

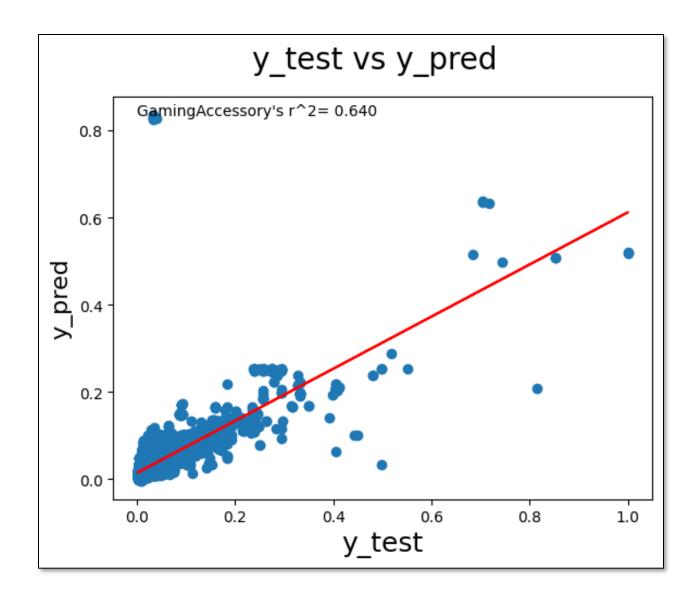


CameraAccessory Model Equation

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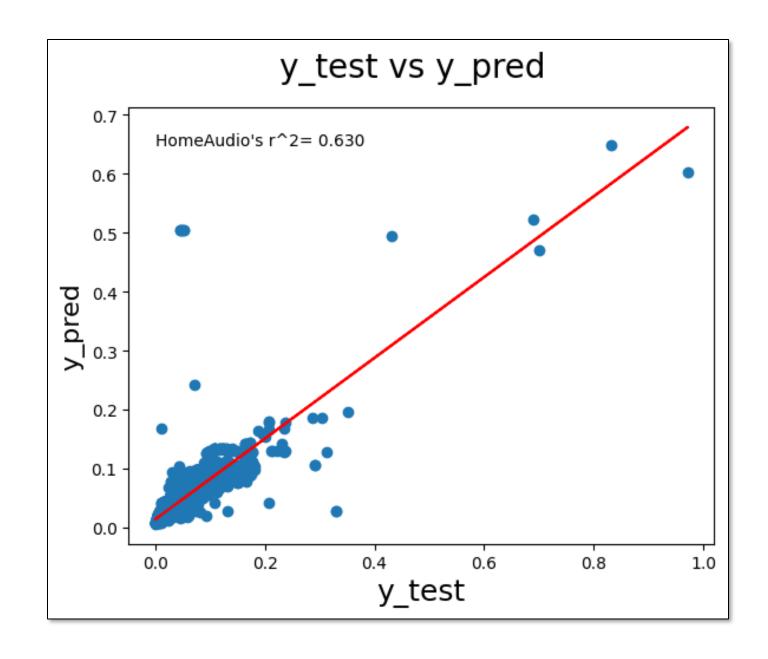


Data Model – Gaming Accessory





Data Model – Home Audio



Home Audio Model Equation

[95] lg_HA.getModelEquation()

-0.0022*Sponsorship+0.0046*VoiceRecorder+0.0218*const+-0.923*discount+1.0202*product_mrp

Summary

- A thorough Analysis of Consumer Electronics data of Elec Kart (2015,2016) was done along with Data Entities like Investment, NPS, Sales Calendar, Weather data available.
- Insights for Root cause of the problems derived from analysis for various Dimensions: Customers, Sales, Products, Geo Distribution, Investment, Weather and Website.
- A Market Mix Model was proposed for each sub category: Camera accessory, Gaming Accessory and Home Audio.
- Dashboard for most of the dimensions are presented.
- Technical Solution Approach with visuals to reflect the Data Handling and Data Modelling being presented.

THANK YOU

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