Capstone - Ecommerce



Group:

- 1. Sathish Devunuri
- 2. Vidhi Thakkar
- 3. Shalini Bulusu
- 4. Varsha Atmakuri



Business Understanding







ElecKart is an e-commerce firm specialising in electronic products. Over the last one year, they had spent a significant amount of money in marketing. Occasionally, they had also offered big-ticket promotions (similar to the Big Billion Day). They are about to create a marketing budget for the next year which includes spending on commercials, online campaigns, and pricing & promotion strategies. The CFO feels that the money spent over last 12 months on marketing was not sufficiently impactful, and, that they can either cut on the budget or reallocate it optimally across marketing levers to improve the revenue response.



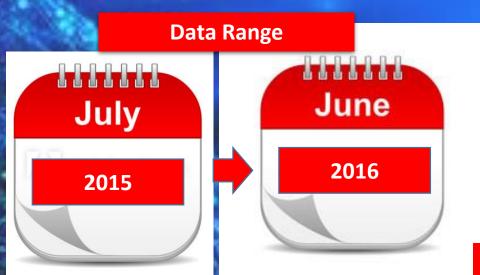
Develop a market mix model to observe the actual impact of different marketing variables over the last year.

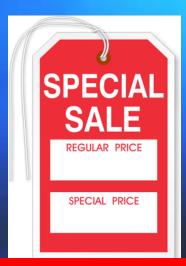
Recommend the optimal budget allocation for different marketing levers for the next year.



Source Data

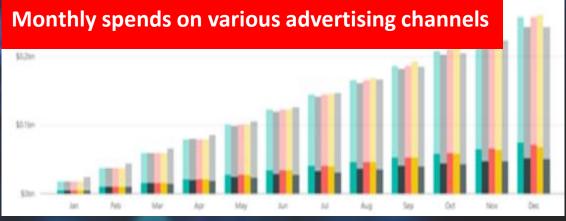






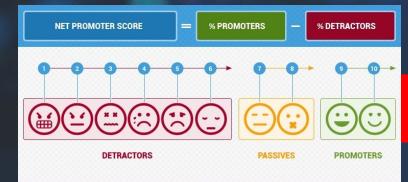
UpGrad

Days when there was any special sale





Product Details



Monthly NPS score – this may work as a proxy to 'voice of customer'

Approach



July-2015 to June-2016

Order Level

Data

Monthly Spend

Special Sale



Monthly NPS

Data Prep



NA Checks



Missing Values



Outlier Treatment



Scaling the Data



Data Types Conversion



MRP >0



Camera Access.
Gaming Access.
Home Audio



GMV 0 to 1

Engineered KPIs



Selling Price



Discount



Cash on Delivery (COD)



Pre Paid Delivery





Product Cluster



Ad Stock



Lag/ inflation



NPS - Score



Moving Average



Holidays in week



GMV_Zero

EDA

Data Grouping for further Analysis

Create Data Insights

Pricing Analysis

Discount Analysis

Gross Merchandise Value Analysis

Marketing spend Across Channels

Product Category and Sub Category Analysis

UpGrad

Subset of Data for Modeling



Camera Accessory Data



Gaming Accessory Data



Home Audio Data

Modeling

Basic Linear Model

Multiplicative Model

Koyck Model

Distributed Lag Model

Multiplicative and distributed model

Significant KPI

Model Coefficients

Model Accuracy

Model Optimization

Plot the Model results





Engineered KPIs







Selling Price

GMV(Gross Merchandise Value)/ Units

Selling Price / List Price: Price in which the product was sold and this will be helpful to compare the MRP and further analysis on the sale or offer days



Discount

(MRP – Selling Price)/MRP *100

Discount / Promotional Offer : With respective to the MRP on what % of Promotion provided to the customer on a given product



Cash on Delivery (COD)

COD = 1

If COD =1 the transaction opted as Cash on Delivery



Pre Paid Delivery

Prepaid=1

If Prepaid =1 the transaction paid online using E-payment





Product Cluster

Cluster the product analytic vertical based on Selling Price, Units and MRP using Kmeans algorithm

Cluster divides the products into three categories based on MRP and number product units sold; mass market, medium market and premium product are considered as 3 clusters



Ad Stock

stats::filter(x=Media_Investment[i],
filter=adstock_rate, method="recursive");

Calculation of adstock_rate for all Media modes in data set using stats::filter function and filter=adstock_rate, method="recursive");



Engineered KPIs







Lag/ inflation

For Discount and Selling Price, we add variables of inflation. (How much Discount has varied within the past 3 weeks)
For Holidays, we see if upcoming 2 weeks have holidays in it.

Using Slide function

Discount at 3 levels (-1,-2,-3), Selling Price at 3 leaves (-1,-2,-3) and IsHolidayWeek at 2 levels (1,2)—then derive the inflation using combinations of this levels



NPS - Score

NPS Score at Weekly

NPS Score provided at Month and we have considered the same number if the week dates fall in same month; if the dates split across we have considered based on number of days by month



Holidays in week

Number of Sale Days / Holidays in a particular sale week

Based on the Sale Days / holidays data set we have counted the number of days (count) fall in a sale week of 1: 53



GMV_Zero

GMV = 0

Product sold free; A product with a >0 MRP but the GMV =0 considered as free product during the sale / holiday period



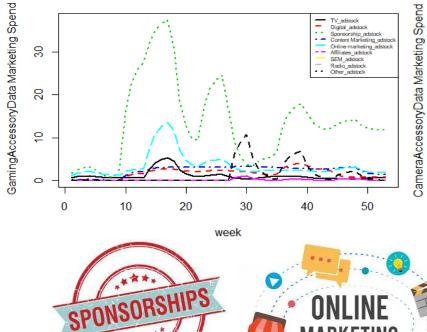
Moving Average for Selling Price and Discount

Moving average using movavg function for both Selling Price and Discount to see if the there is any variation in the average for last 3 months for a given product / SKU

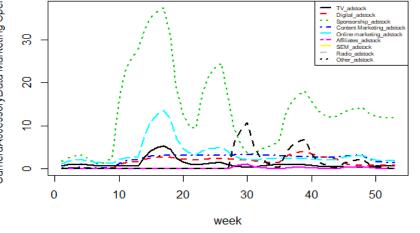




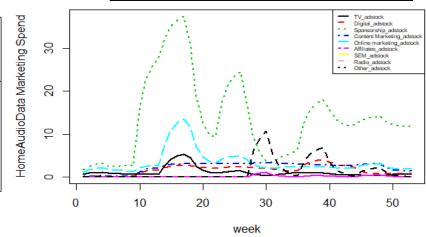
Gaming Accessory Data



Camera Accessory Data



Home Audio Accessory Data



A large portion of marketing spend goes towards sponsorships followed by online *Same trend was observed for all Categories identified



During Week 10 to 20: Observed a significant Marketing spend

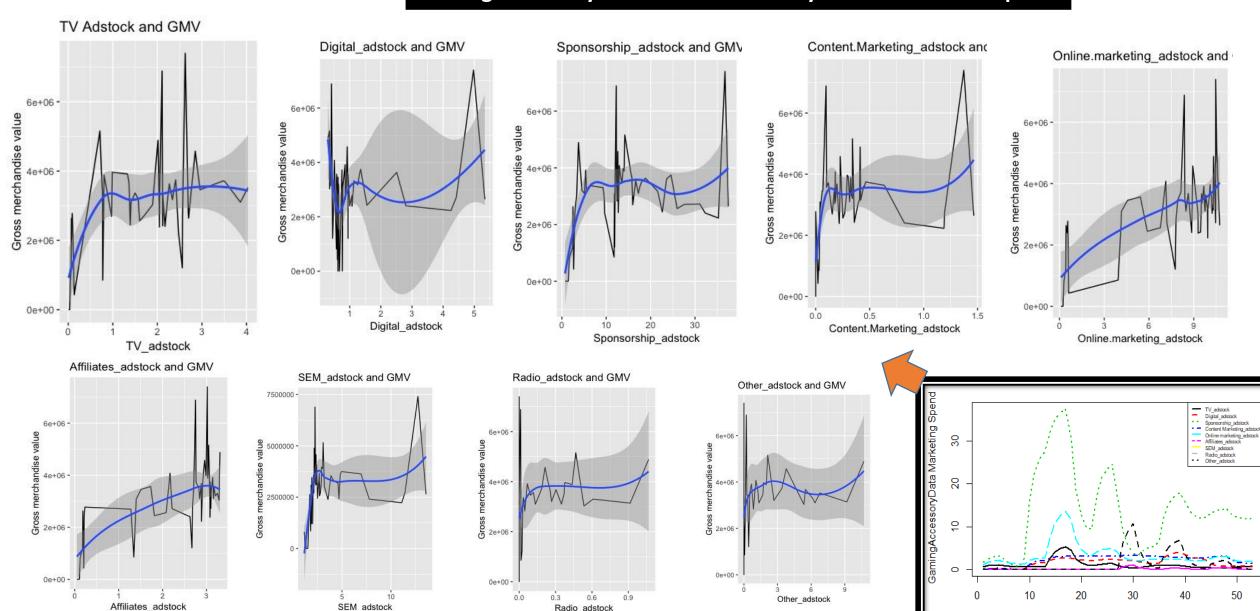
During Week 30: Observed a increase in "other type" of Marketing Spend while all other types of marketing channels observed as dropped down



Marketing spend Across Channels



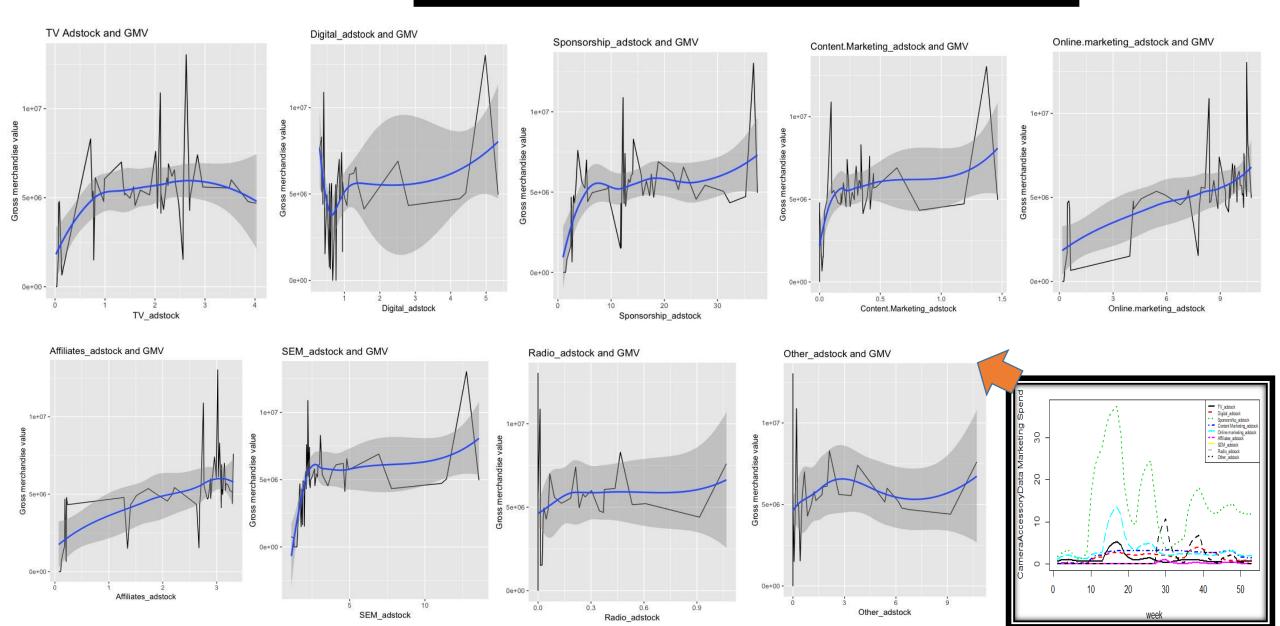
Gaming Accessory Data – Detailed Analysis at Each Media Spend







Camera Accessory Data – Detailed Analysis at Each Media Spend

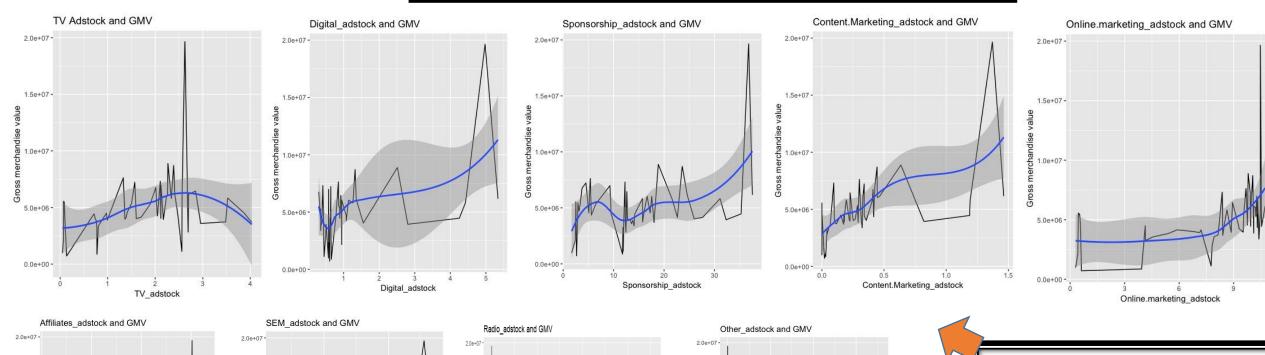


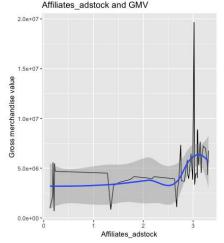


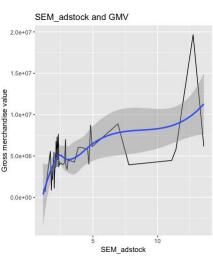
Marketing spend Across Channels

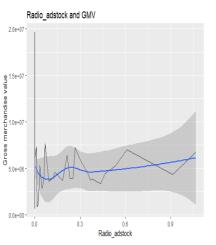


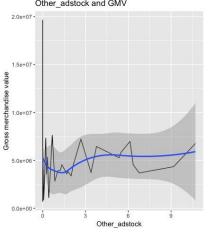
Home Audio Data – Detailed Analysis at Each Media Spend

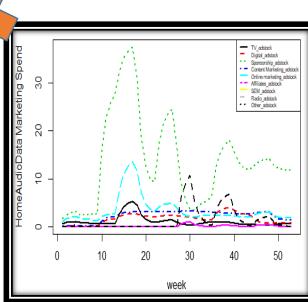






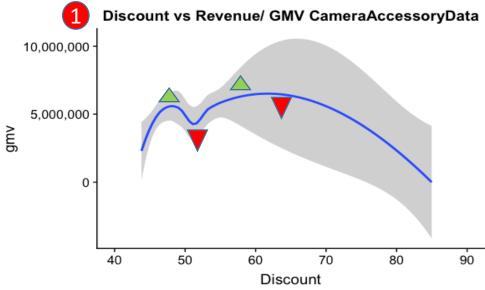


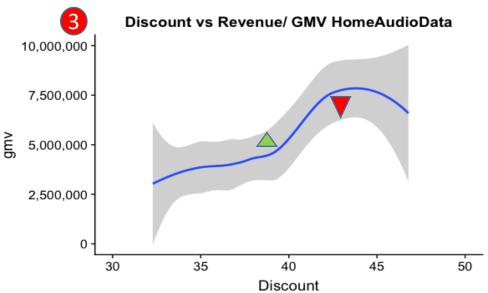


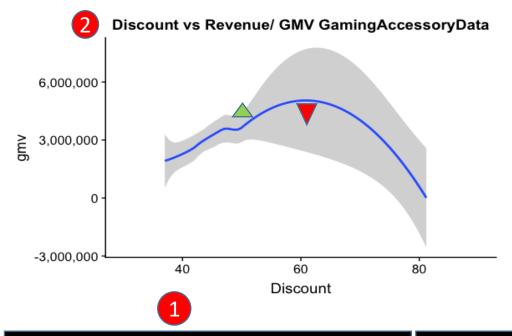












Camera Accessory:

- 1. Discount ranges from 43 % to 85 %
- 2. GMV increased initially with the increase of discount
- 3. GMV dropped down at 50% range and a slow raise in GVM up to 60%
- 4. The GMV started decreasing with increase in Discount after 60%

Gaming Accessory:

- 1. Discount ranges from 37 to 81 %
- 2. GMV increased with the growth in Discount up to 60%
- 3. The GMV started decreasing with increase in Discount after 60%

Home Audio Accessory:

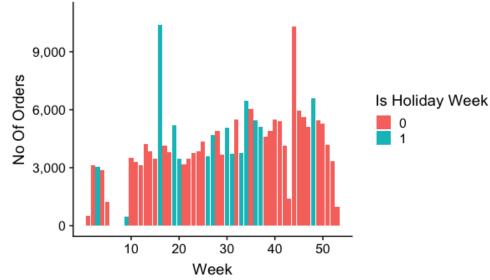
- 1. Discount ranges from 32 to 46%
- 2. Slow growth in GMV up to 43% and a drop between the 43 to 46 % range $\,$
- 3. Compare to other categories the Sum of Revenue / GMV range was reported low for Home Audio







No_of_orders vs Is Holiday Week CameraAccessoryData



20

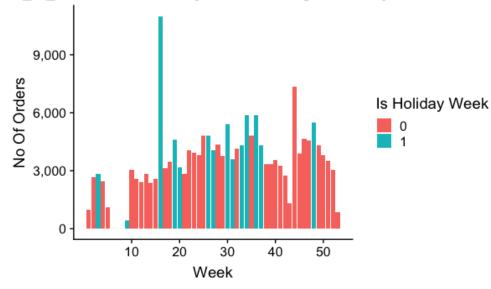
30

Week

40

50

No_of_orders vs Is Holiday Week GamingAccessoryData



Observations:

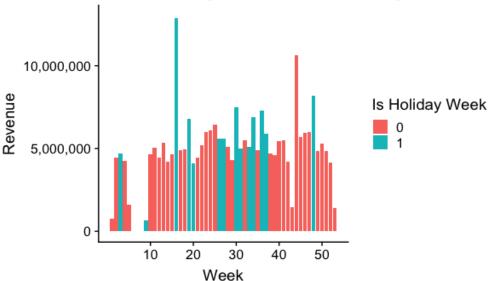
- Week 16 reported highest number of orders for all 3 segments of product category
- . Week preceded or followed by a holiday shows a significant increase in the sales
- Immediate to a holiday week recorded a low number of transactions / orders
- 1. Camera Accessory: reported a low transaction during the week 6 and 7
- . Gaming Accessory: reported a low transaction during the week 6, 7 and 8
- 5. Home Audio: No transactions / orders reported during the weeks 6, 7 and 8



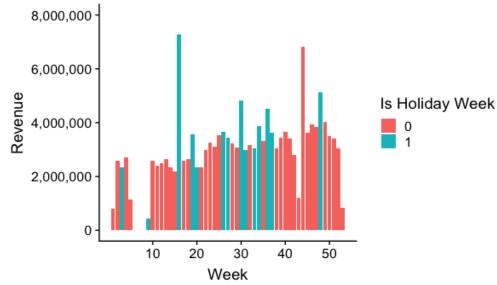




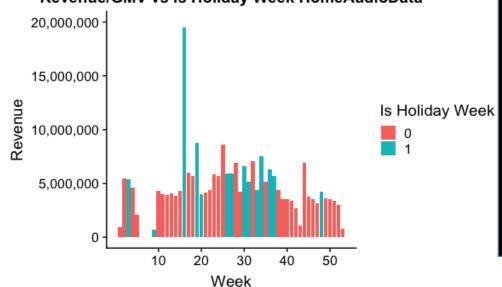




Revenue/GMV vs Is Holiday Week GamingAccessoryData



Revenue/GMV vs Is Holiday Week HomeAudioData



Observations:

- 1. Week 16 reported highest Revenue / GMV for all 3 segments of product category
 - . Week preceded or followed by a holiday shows a significant increase in the sales
- 3. Immediate to a holiday week recorded a low Revenue / GMV
 - Camera Accessory : reported a low Revenue during the week 6 and 7
 - . Gaming Accessory: reported a low Revenue during the week 6, 7 and 8
- 5. Home Audio: Zero Revenue reported during the weeks 6, 7 and 8



Model Building And Evaluation



Camera Accessory Data



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Model	Significant Variables	Final Adjusted R-squared	10 fold cross validation(Mea n Square Error)	Elasticity - Analysis	# of Model iteration s used	Final Conclusion
Basic Linear Model	 Online marketing ad stock IsHolidayWeek2 SLA 	0.479	0.572	Camera Accessory - Linear Model IsHolidayWeek2 - Set 14 Elasticity Camera Accessory - Multiplicative Model	13	Positive impact on gmv if we spend 2 weeks before the holiday and invest in Online Marketing; SLA will negatively impact if we miss any and organization should coordinate this with the delivery partners
Multiplicative Model	 Discount -1.9199 Negative SLA 1.1011 Positive deliverycdays -0.0554 Negative Online.marketing_adstock 0.1022 Positive 	0.756	1.84	Sla -	17	Positive impact on gmv if we spend in online marketing , SLA ; However there is a negative impact if we spend more on discounts and impact with deliverycdays
Koyck model	 SLA -2.28e-01 Negative IsHolidayWeek -1.08e+15 Negative deliverybdays -9.85e-02 Negative Online.marketing_adstock 5.67e-01 Positive 	0.501	0.567	Camera Accessory - Koyck Online.marketing_adstock - deliverybdays - lsHolidayWeek - -9e+14 -6e+14 -3e+14 0e+00 Elasticity	17	Positive impact on gmv if we spend in online marketing and negative impact if we miss SLA and spend on holiday week and deliverybdays and organization should coordinate this with the delivery partners
Distributed Lag Model	 SLA procurement_sla -6.71e-01 Negative IsHolidayWeek deliverybdays Online.marketing_adstock 1.20e-01 Positive 	0.506	0.588	Camera Accessory - Distributed Lag Model Sala	25	Positive impact on gmv if we spend in online marketing and maintain the SLA and deliverybdays; Negative impact if we spend on Holiday week, not maintaining the procurement SLA with vendors
Multiplicative and distributed model	 Selling Price SLA Online.marketing_adstock IsHolidayWeek1 1.1138 Positive 0.5154 Positive 0.1417 Positive 0.0417 Positive 	0.825	0.839	SellingPrice - sla - sla - SellingPrice - sla - SellingPrice - sla - SellingPrice - sla - sla - SellingPrice - sla -	21	Positive impact on gmv if we spend in Online Marketing and Selling Price should maintain with coordination of with SLA and maintaining the spending one week before the holiday





Camera Accessory Data







Koyck model

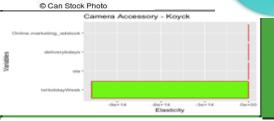
1. SLA -2.28e-01 Negative
2. IsHolidayWeek -1.08e+15 Negative

. deliverybdays -9.85e-02 Negative

4. Online.marketing adstock 5.67e-01 Positive

0.501

0.567



17

Positive impact on gmv if we spend in online marketing and negative impact if we miss SLA and spend on holiday week and deliverybdays and organization should coordinate this with the delivery partners

Though Multiplicative and Distributed Model have positive R-Square value we have observed a high 10 fold cross validation(Mean Square Error); Next best Model has selected as Final Model: Koyck Model with a low error rate and good R-Square value.

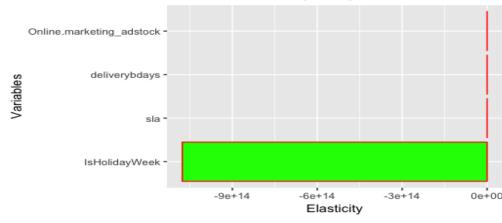
Model recommends to invest more in Online Marketing for a positive influence on Revenue / GMV;

While we spend on Online Marketing, Model suggesting to maintain the delivery SLA and Deliverybdays with the delivery partner to maintain the customer satisfaction which in-directly influence the revenue / gmv

Model suggests not to spend during the Holiday week is it may influence negatively







Model Building And Evaluation



Gaming Accessory Data



Model	Significant Variables		Final Adjusted R-squared	10 fold cross validation(Mea n Square Error)	Elasticity - Analysis	# of Model iteration s used	Final Conclusion	
Basic Linear Model	 deliv Onlir 	verybdays ne.marketing_adstock	1.26e+00 Negative 1.82e-01 Positive 5.58e-01 Positive 9.48e+14 Positive	0.546	0.486	Gaming Accessory - Linear Model IsHolidayWeek2 - Online.marketing_adstock - deliverybdays - procurement_sla - 0.0e+00 2.5e+14 5.0e+14 7.5e+14 Elasticity GamingAccessory - Linear Model	10	Positive impact on gmv if we spend 2 weeks before the holiday and invest in Online Marketing; procurement SLA and deliverybdays will negatively impact if we miss any and organization should coordinate this with the delivery partners
Multiplicative Model		curement_sla ne.marketing_adstock .ag_3	0.2064 Positive 0.1136 Positive 0.0252 Positive	0.773	0.992	procurement_sla - sp 4g Online.marketing_adatock - SP_Lag_3 -	9	Positive impact on gmv if we spend in online marketing, Selling Price of Lag 3 and organization should work with Vendor on the procurement SLA as it is creating a positive impact
Koyck model	 IsHol deliv 	lidayWeek -1. verybdays 2	25e+00 Negative 46e+15 Negative .59e-01 Positive .19e-01 Negative	0.535	0.542	Gaming Accessory - Koyck deliverybdays - NPS_Score - IsHolidayWeek - -1.5e+15 -1.0e+15 Elasticity Gaming Accessory - Koyck	14	Negative impact on gmv if organization not maintains the procurement SLA and NPS score from the customers; also have a negative impact if they spend on week of Holiday; Positive impact on deliverybdays
Distributed Lag Model	2. deliv	curement_sla verybdays iates_adstock	-2.02 Negative -0.12 Negative 0.72 Positive	0.522	0.578	Gaming Accessory - Distributed Lag Model Affiliates_adetock - deliverybdays - procurement_ata -	27	Positive impact on gmv if we spend in Affiliates and; Negative impact if vendor not maintaining the procurement SLA and deliverybdays.
Multiplicative and distributed model	2. proc		0.8319 Positive 0.1698 Positive 0.0524 Positive	0.823	1.01	gaming Accessory - Disributed + Multiplicative Mo SellingPrice - SellingPrice - Affiliates_edetock - 0.0 0.2 0.4 0.6 0.8 Elasticity	⁶ 23	Positive impact on gmv if we spend in Affiliates and Selling Price should maintain along with Vendor for procurement SLA's





Gaming Accessory Data



IsHolidayWeek

-1.5e+15





0.0e+00

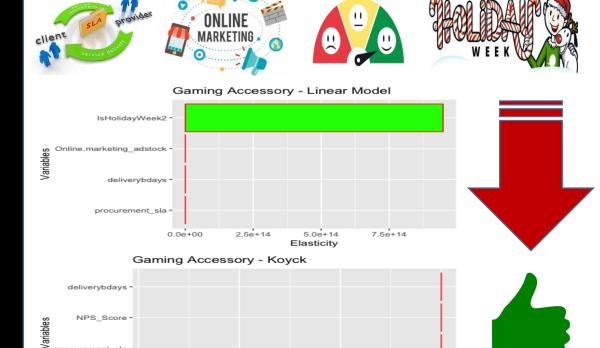
				© Can Stock Photo		
Basic Linear Model	1. procurement_sla -1.26e+00 Negative 2. deliverybdays 1.82e-01 Positive 3. Online.marketing_adstock 5.58e-01 Positive 4. HolidayWeek2 9.48e+14 Positive	0.546	0.486	Gaming Accessory - Linear Model Inhibition/Week2 - Online marketing relations - deliverysitings - procurement_sta - 0.0e+00 2.5e+14 Elasticity Elasticity	10	Positive impact on gmv if we spend 2 weeks before the holiday and invest in Online Marketing; procurement SLA and deliverybdays will negatively impact if we miss any and organization should coordinate this with the delivery partners
Koyck model	1. procurement_sla -1.25e+00 Negative 2. lsHolidayWeek -1.46e+15 Negative 3. deliverybdays 2.59e-01 Positive 4. NPS_Score -8.19e-01 Negative	0.535	0.542	Gaming Accessory - Koyok dathrerylidays - Form - F	14	Negative impact on gmv if organization not maintains the procurement SLA and NPS score from the customers; also have a negative impact if they spend on week of Holiday; Positive impact on deliverybdays

Final Model: Combination of Basic Linear and Koyck model

Since both models scored a good rating with respective to the R-Square and Error value

Model recommends to spend on Online Marketing, Investment two weeks before the holiday week shows a positive results, Deliverybdays will also impact positively on Revenue / GMV

However, Model recommends to maintain the NPS Score, Maintain the procurement SLA's as they may influence negatively on the Revenue / GMV



Elasticity

-1.0e+15

Model Building And Evaluation



Home Audio Data



Model	Significan	t Variables	Final Adjusted R-squared	10 fold cross validation(Mea n Square Error)	Elasticity - Analysis	# of Model iteration s used	Final Conclusion
Basic Linear Model	Discount SEM_adstock	10.495 Positive 0.864 Positive	0.467	0.754	Home audio Accessory - Linear Model Discount - SEM_adstock - Company - Comp	16	Positive impact on gmv on spending at SME and Discounts
Multiplicative Model	 Discount SLA Other_adstock NPS_Score 	0.68426 Positive 0.25630 Positive -0.00784 Negative -1.16877 Negative	0.51	0.199	Home Audio - Multplicative Model Discount - sla - Other_adatock - NPS_Score - -1.2 -0.8 -0.4 Elasticity	13	Positive impact on gmv if we spend in Discount sale and organization should work with Vendor on the procurement SLA as it is creating a positive impact; Negative impact if we spend on other add stocks and NPS should keep high
Koyck model	 Discount Digital_adstock 	11.6 Positive -0.7 Negative	0.489	0.744	Home Audio - Koyck Model Discount - Septimizer Digital_adstock - O	17	Positive impact on gmv if we spend in Discount sale and organization should stop investing in Digital add stock.
Distributed Lag Model	 SLA Digital_adstock Discount_Lag_3 'Discount-3' 	-0.0906 Negative -0.1533 Negative -0.0945 Negative -2.4238 Negative	0.502	0.74	Home Audio -Distributive Lag Model	25	Negative impact on gmv if we spend in Digital add stock and Discount with Lag of 3 weeks; Organization should work with vendor to maintain the SLA
Multiplicative and distributed model	 Discount SLA Affiliates_adstock 	0.6563 Positive 0.2232 Positive 0.0219 Positive	0.4932	0.228	Home Audio- Distributed + Multiplicative Home Audio- Distributed + Multiplicative Home Audio- Distributed + Multiplicative Affiliates_adstock -	30	Positive impact on gmv if we spend in Affiliates and Discount should maintain along with Vendor for procurement SLA's





Home Audio Data







Multiplicative Model	Discount SLA Other_adstock NPS_Score	0.68426 Positive 0.25630 Positive -0.00784 Negative -1.16877 Negative	0.51	0.199	Home Audio - Multiplicative Model Checount - star	13	Positive impact on gmv if we spend in Discount sale and organization should work with Vendor on the procurement SLA as it is creating a positive impact; Negative impact if we spend on other add stocks and NPS should keep high
Multiplicative and distributed model	Discount SLA Affiliates_adstock	0.6563 Positive 0.2232 Positive 0.0219 Positive	0.4932	0.228	Home Audio- Distributed * Multiplicative Chacourd - State Affiliates _missiock - O	30	Positive impact on gmv if we spend in Affiliates and Discount should maintain along with Vendor for procurement SLA's

Final Model: Combination of Multiplicative Model and Multiplicative and Distributed Model

Since both models scored a good rating with respective to the R-Square and Error value

Model recommends to spend on Affiliates Marketing, Discounts, and maintain the delivery SLA with the help of trusted delivery partners to maintain the positive growth in revenue /GMV.

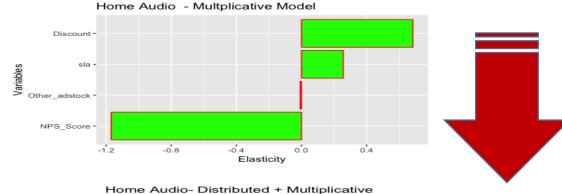
However, Model recommends to maintain the NPS Score, Reduce the spending in Other type of marketing models as they may influence negatively on the Revenue / GMV

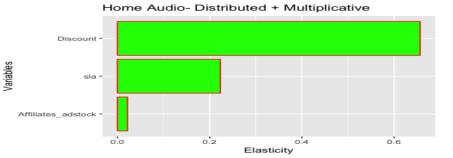


















Thank You!



