

## Class 11 Application of RCT

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## Section 1

### Synopsis

# Case Background

Andrew and Hammond, 2 recently graduated MBA students, were tasked with developing an **ad-serving learning algorithm** for Vungle, a **mobile ad-serving** company.

Zain Jaffer, the firm's CEO, planned to **test the developed method in parallel with the existing Vungle algorithm**.

The hope was that the new algorithm would increase **conversion rates** and, more specifically, **profits** (as measured by **eRPM**).

To test this, two conditions (A, Vungle's existing algorithm, and B, the data science approach) were evaluated in parallel on **randomly assigned users**.

## Case Core Question

The case examines the results of an A/B test of the two algorithms during the month of June 2014. You will need to determine whether B outperformed A.

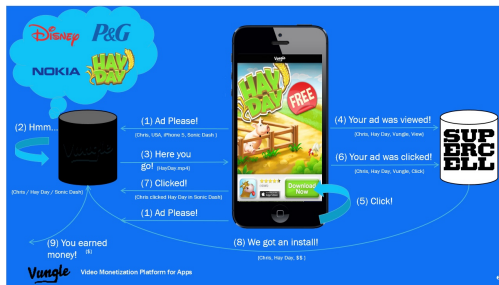
- How might Jaffer conclude that B is better than A?
- If it is, what would the financial benefits be?
- Finally, how long would Jaffer need to wait before declaring a winning algorithm?

## Section 2

### Situation Analysis

# Company

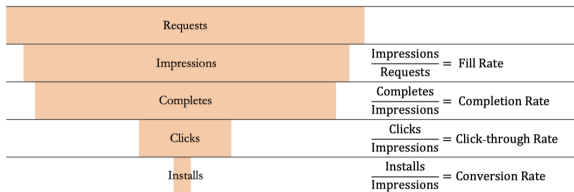
- Business model of Vungle?
- What are the key players in this mobile video ads market (i.e., Vungle)?  
Find the info in the case.
- As a comparison, what are the key players in website ads case?



# Company

- How does Vungle make money? Find the info in the case.

Figure 1. Mobile in-app advertising funnel.



Source: Created by case writer.

- How can Vungle improve its revenue using what we've learned in Marketing Analytics so far?

# Customer

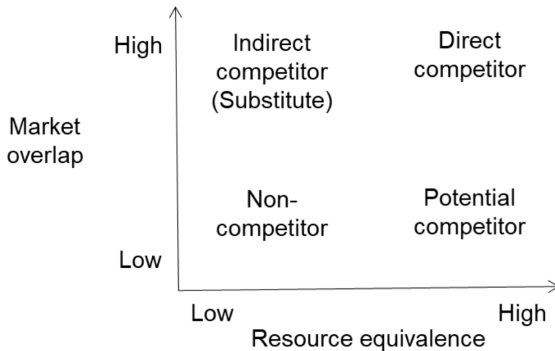
- Due to the nature of business model (multi-sided market), who are Vungle's customers? Find the info in the case.



## Collaborators

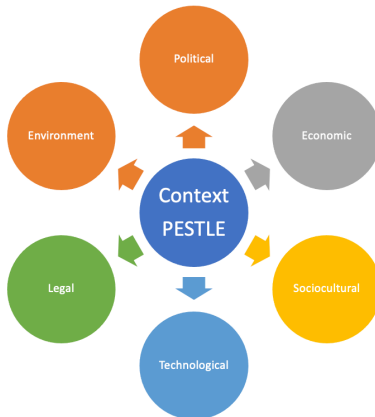
- Who are the collaborators of Vungle?

# Competitors



- Direct competitors
- Indirect competitors
- Potential competitors

# Context



- Legal: GDPR
- Technological: penetration of mobile phones
- ...

## Section 3

# Implementation of Experiment

## Step 1: Decide on the Unit of Randomization

- What would be the best unit of randomization?
- How about website-based online ads, say Google ads?

## Step 2: Ensure No Spillover and Crossover Effects

- What are the potential problems for spillover and crossover?
- How about website-based online ads, say Google ads?

## Step 3: Decide on Randomization Allocation Scheme

- How did Vungle implement the randomization scheme? Is it sensible?

## Step 4: Collect Data

- What data did Vungle collect?
- Can you do better?



## Step 5: Interpreting Results from a Field Experiment

- Which step is missing in Vungle A-B testing?
- How to draw statistical conclusions from the Exhibits A and B?

## Step 5: Paired t-test

```

1  pacman::p_load(dplyr)

1  data_vungle <- read.csv("https://www.dropbox.com/s/nsxnworjggreh4s/UV69
2
3  t.test((data_vungle%>%filter(Strategy == "Vungle A"))$eRPM,
4         (data_vungle%>%filter(Strategy == "Vungle B"))$eRPM,
5         paired = TRUE)

```

### Paired t-test

```

data: (data_vungle %>% filter(Strategy == "Vungle A"))$eRPM and (data_
t = -3.2837, df = 29, p-value = 0.002677
alternative hypothesis: true mean difference is not equal to 0
95 percent confidence interval:
 -0.17959566 -0.04173767
sample estimates:
mean difference
 -0.1106667

```

# Conclusion

Guerin was curious to see how the superior condition would be chosen. How would one conclude that B was better than A?