



QWASI

Innovation Realized™

FORDHAM UNIVERSITY

MSMI

APPLIED PROJECT 2017

ACTION POINTS



FORDHAM
THE JESUIT UNIVERSITY OF NEW YORK

Gabelli School
of Business

VELUX®

HARVEY NICHOLS

STATEMENT OF WORK

Key Assumptions:

1. Data files provided by QWASI were correct at the time of the SOW signing.
2. Non-Disclosure Agreements (NDAs)

Pricing: \$250.00/Hour

Schedule:

1. Agreed on SOW by 6/28/2017.
2. Data analysis was completed by 7/4/2017.
3. Deliverables are presented 7/21/17.

Deliverables:

1. Customer analysis, insights, and marketing recommendations via PowerPoint.
2. Infographics on key segments.



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PROJECT SCOPE & HYPOTHESES

PROJECT SCOPE

1. Create a profile of loyalty program participant frequency and the characteristics of each student, alumni, faculty/staff and fan segments.
2. Analyze difference in points earned versus redemption based on the members demographics such as: year in school, gender, type of sports.

HYPOTHESES

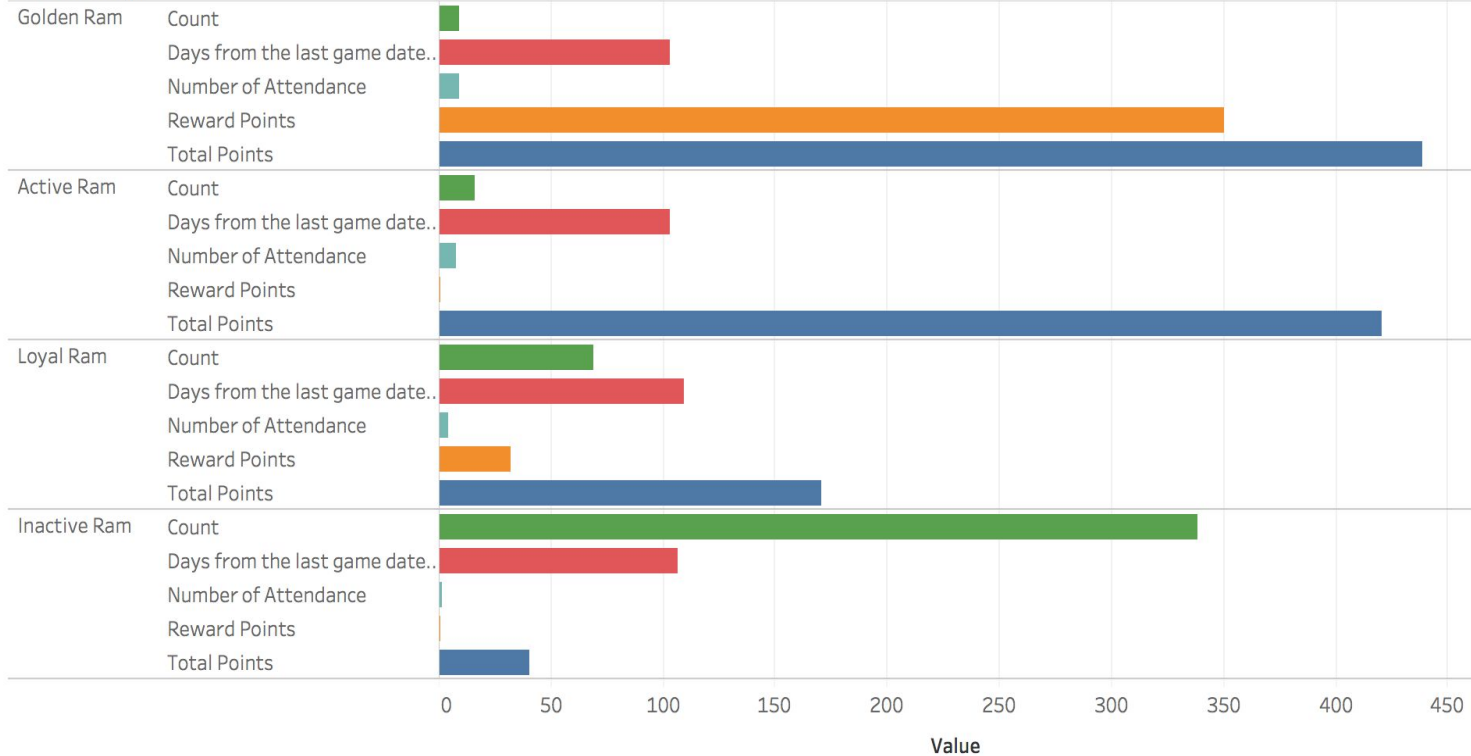
1. Among customers who earn more points (400+ total points), 60% of them redeem their points.
2. Compared to other students, freshmen and sophomores earn 30% more points than seniors and juniors.



CONSUMER SEGMENTS

<Customer RFM Distribution>

Customer Type



Measure Names

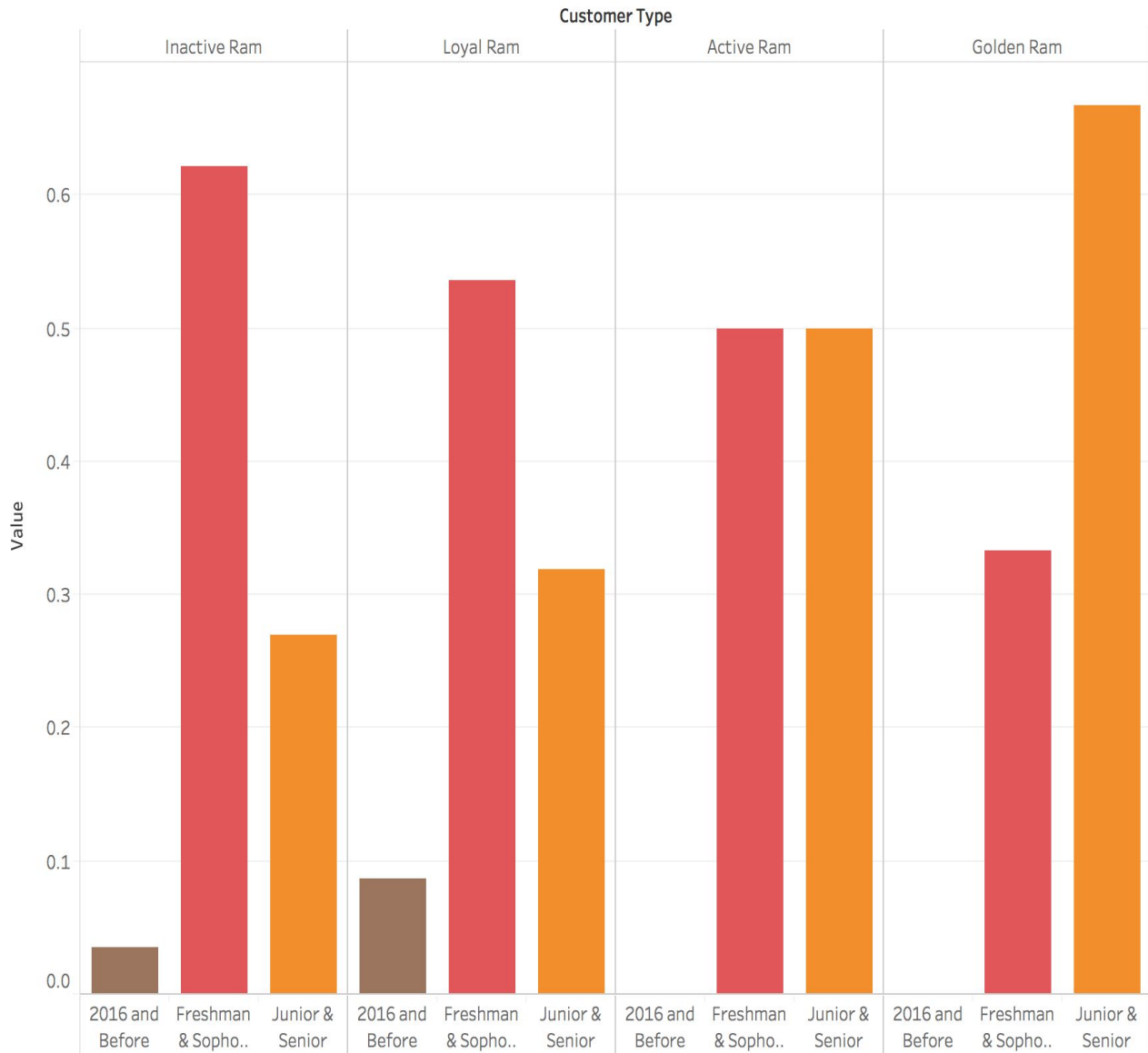
- Count
- Days from the last g..
- Number of Attendan..
- Reward Points
- Total Points



<Customer Class Year Distribution>

Measure Names

- 2016 and Before
- Freshman & Sophom..
- Junior & Senior



1.
2.



PROJECT SCOPE & HYPOTHESES

PROJECT SCOPE

1. Analyze the customer loyalty dataset to identify meaningful window contractor customer segments and improved targeting for Velux's target customers..
2. Identify impact of seasonality on submissions in order to identify inactive users.

HYPOTHESES

1. 80% of points are earned by 20% of customers.
2. Quarter 2 and 3 are responsible for more receipt submissions than Quarter 1 and 4.

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HYPOTHESIS #1



80% of points are earned by 20% of customers.

Total Customers
12,958

2,954 (22%) Customers:
80% of Points

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CONSUMER SEGMENTS

DELUXE VELUX

Argos

Retailers
Are best
reward
partners

MARKS &
SPENCER

24%
Are Loft
Converters



1,443
Avg.
Reward
Value



1,900
Avg. Total
Balance



77%
of Jobs are
New
Installation

Total Balance + Submission Quantity + # of Months since Submission + Reward Value =

**MOST
VALUABLE
CUSTOMER**



MARKETING RECOMMENDATIONS

Cluster 1 - **Loyal Ram:**

- Push notifications for games.
- Establish loyalty.
- Buy two tickets, get one free.

Cluster 3 – **Active Ram:**

- Push notifications to remind users to redeem points.
- Ram stickers.

Cluster 2 - **Inactive Ram:**

- Free tickets 48 hours prior to mid-season games.
- 20% off first ticket purchase of the season.

Cluster 4 - **G**

Free buolden Ram:s
transportation from Rose Hill
Campus.

- Priority seating.

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MAP

POPULATIONS

Cardiff 350,000

Oxford 150,200

Southampton 253,651

London 8.67 Million

Cambridge 123,900

Aberdeen 40,602

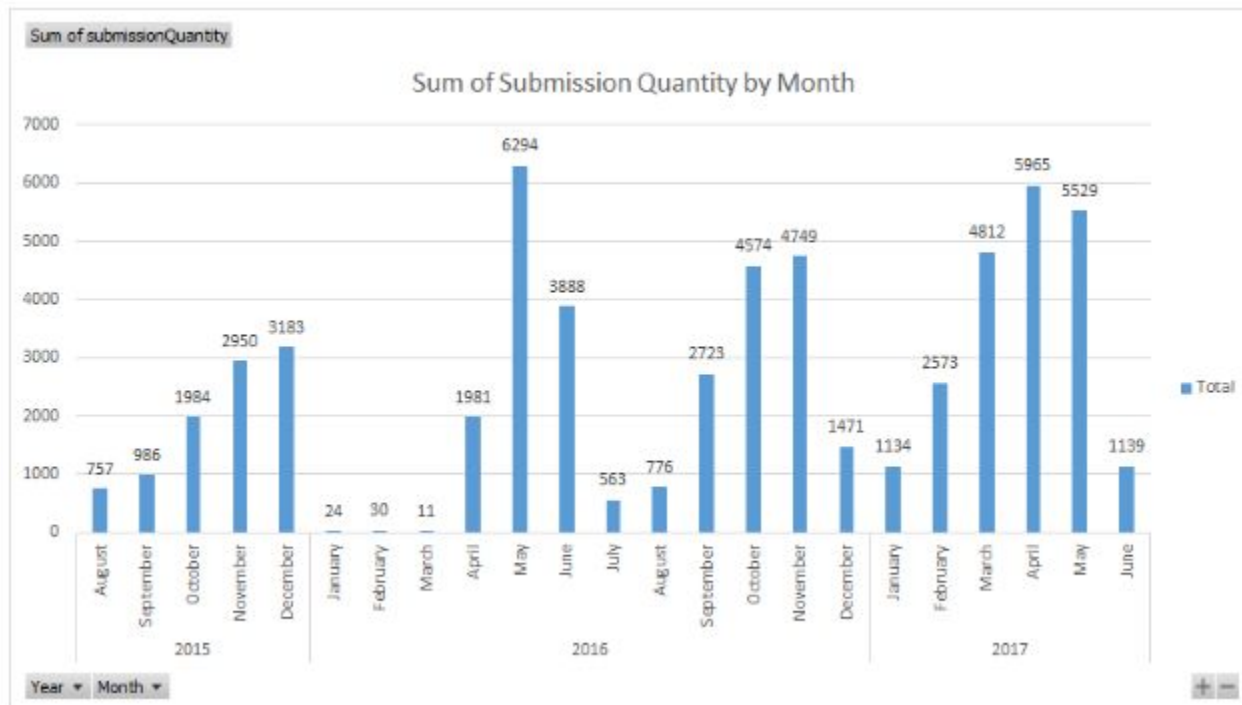
Liverpool 465,700





HYPOTHESIS #2

Quarter 2 and 3 are responsible for more receipt submissions than Quarter 1 and 4.





FINDINGS

1. 2,954 Customers (22%) Contribute 80% of Total Points.
2. 9,219 Active Customers
3. Mean (Active Users): 156 points
4. Median (Active Users): 75 Points



MARKETING RECOMMENDATIONS

1. Offer double points to reactivate inactive users (users with no points who have not made a submission in 6 months) via SMS text or e-mail.
 2. Target customers in city, especially in CITY OF DISPOSITION HERE.
 3. Emphasize rewards options from retail partners through featured weekly options.
4. Incentivize users to input job descriptions to mitigate the impact of “Other” and “None” options by offering 5 points initially upon account creation.
5. Multiply all points by a multiple of 100 to (submission and redemption) make the reward program more appealing to users.
6. Establish campaigns to drive business when demand is low (Q1 & Q3) to generate profit based on White Painted and 2016 Extended campaigns.



PROJECT SCOPE & HYPOTHESES

PROJECT SCOPE

1. Analyze the client's loyalty program tier and rewards data to understand customer behavior and propose a model to predict loyalty.
2. Identify key segments of customers, and provide recommendations to tailor messages and relevant personalized services.

HYPOTHESES

1. Most loyalty program customers prefer to open push notifications at the weekend evenings from November to December.
2. Q4 generates more points than any other quarter.

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CONSUMER SEGMENTS

		Style Seekers			Fashion Hispers			Star Customers			Passionate Loyalists		
		Mean	Count	% of Total	Mean	Count	% of Total	Mean	Count	% of Total	Mean	Count	% of Total
Monetary		6941			11,056			61,255			522,852		
Frequency		18	9,742	6.90%	69	997	0.71%	30	267	0.19%	247	6	0.00%
LastPurchaseDay		36			24			49			4		
Gender	N/A		9,332	95.8%		922	92.5%		239	89.5%		6	100.0%
	F		298	3.1%		54	5.4%		16	6.0%		0	.0%
	M		112	1.1%		21	2.1%		12	4.5%		0	.0%
Tier	N/A		9,332	95.8%		922	92.5%		239	89.5%		6	100.0%
	BLACK		159	1.6%		34	3.4%		25	9.4%		0	.0%
	GOLD		146	1.5%		26	2.6%		1	.4%		0	.0%
	PLATINUM		89	0.9%		12	1.2%		1	.4%		0	.0%
	SILVER		16	0.2%		3	.3%		1	.4%		0	.0%
Revenue		\$	67,620,252	30.6%	\$	11,022,765	5.0%	\$	16,355,028	7.4%	\$	3,137,109	1.4%

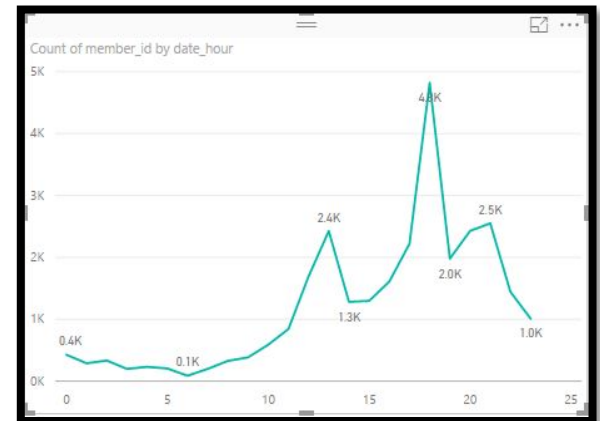
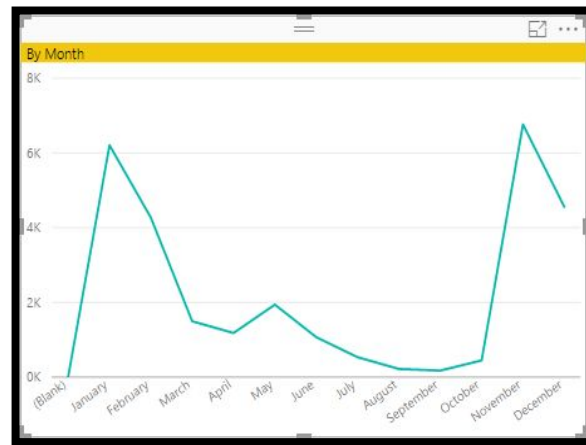
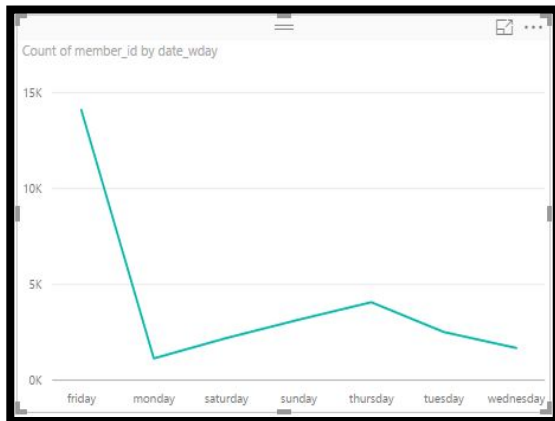
Notes:

- Revenue generated by customers in the top four segments (7.8%) account for 44.4% of total revenue.
- Total number of customers: 142,232.

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FINDINGS

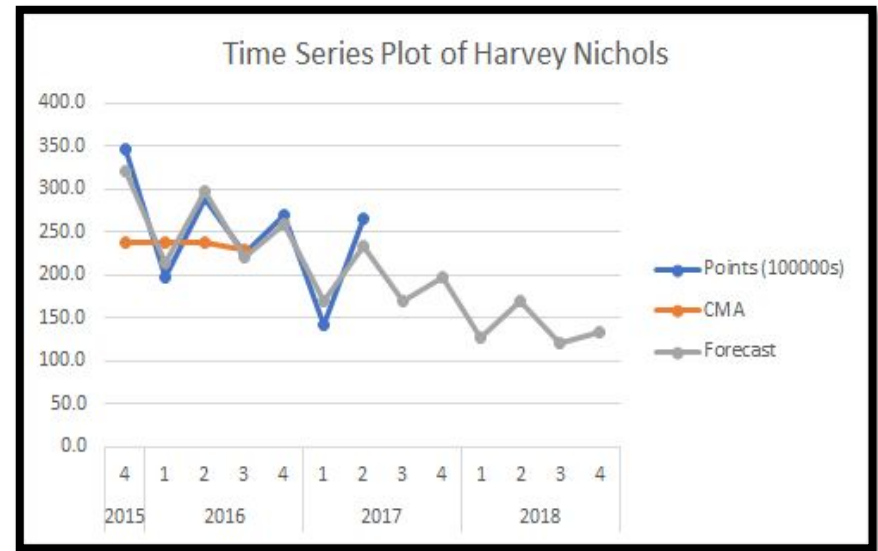
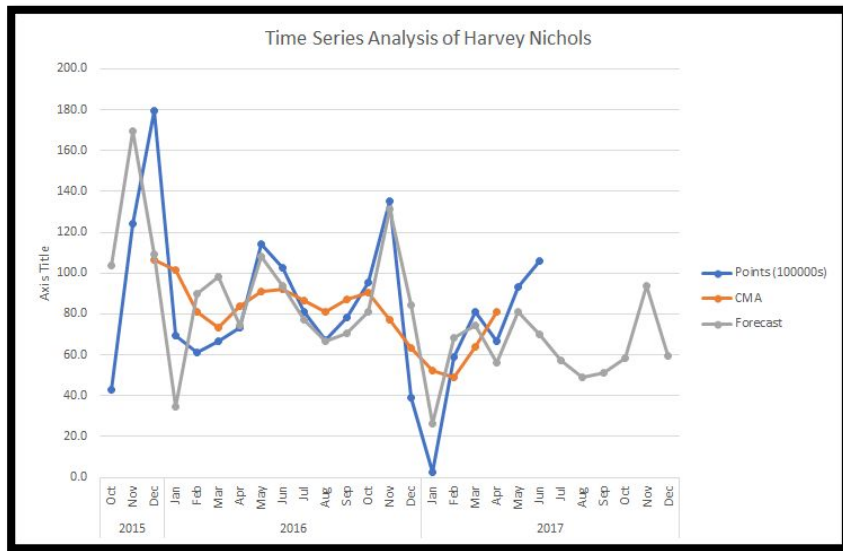
1. Most loyalty program customers prefer to open push notifications at the weekend evenings from November to December.



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FINDINGS

2. The highest number of points are generated in Q2 and Q4.



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FINDINGS

2. Infrequent Visitors and Moody Shoppers make up more than 90% of total customers.

		Infrequent Visitors			Moody Shoppers		
		Mean	Count	% of Total	Mean	Count	% of Total
Monetary		781	53,483	37.87%	1,059	76,737	54.33%
Frequency		2			3		
LastPurchaseDay		270			56		
Gender	N/A		51,008	95.4%		75,391	98.2%
	F		1,920	3.6%		942	1.2%
	M		555	1.0%		404	0.5%
Tier	N/A		51,008	95.4%		75,391	98.2%
	BLACK		60	0.1%		23	0.0%
	GOLD		1,671	3.1%		799	1.0%
	PLATINUM		142	0.3%		93	0.1%
	SILVER		602	1.1%		431	0.6%
Revenue		\$	41,780,199	18.9%	\$	81,274,553	36.7%

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MARKETING RECOMMENDATIONS

1. Increase push notification to users between 1pm to 5pm on Fridays from November to January.
2. Reward Infrequent Visitors and Moody Shoppers with bonus points based on frequency of visits.

