

Understanding of Google Analytics

Google Merchandise Store

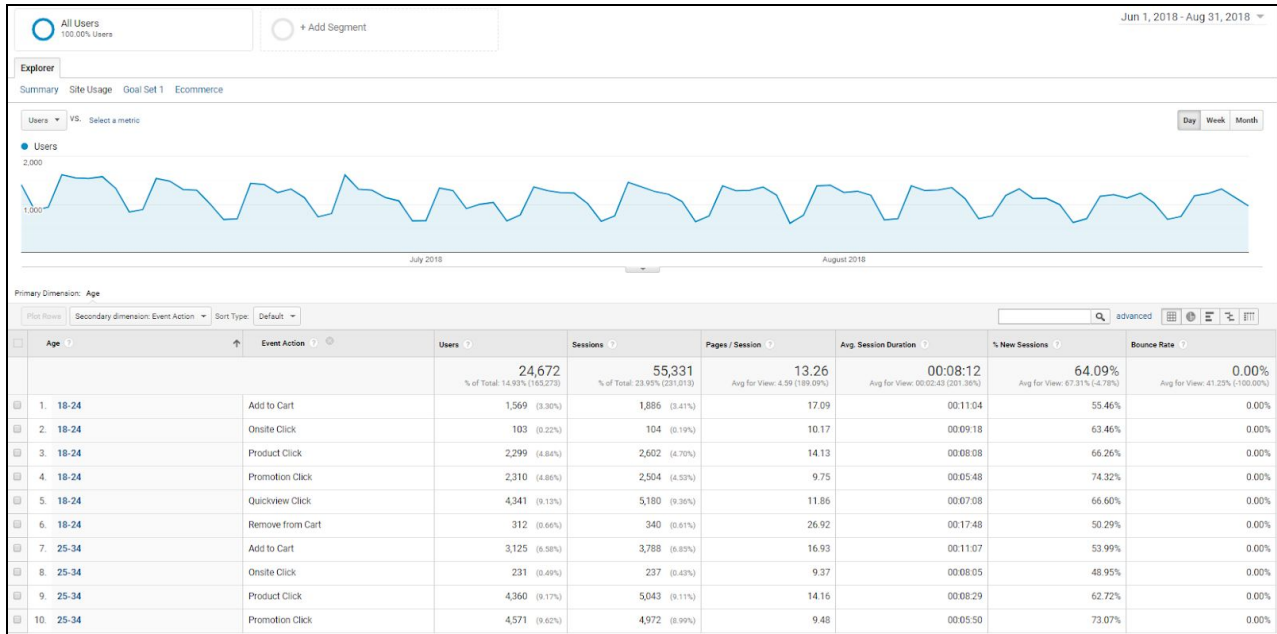
4/30/2019

**I. AUDIENCE (*June 1, 2018 - August 31, 2018*)**

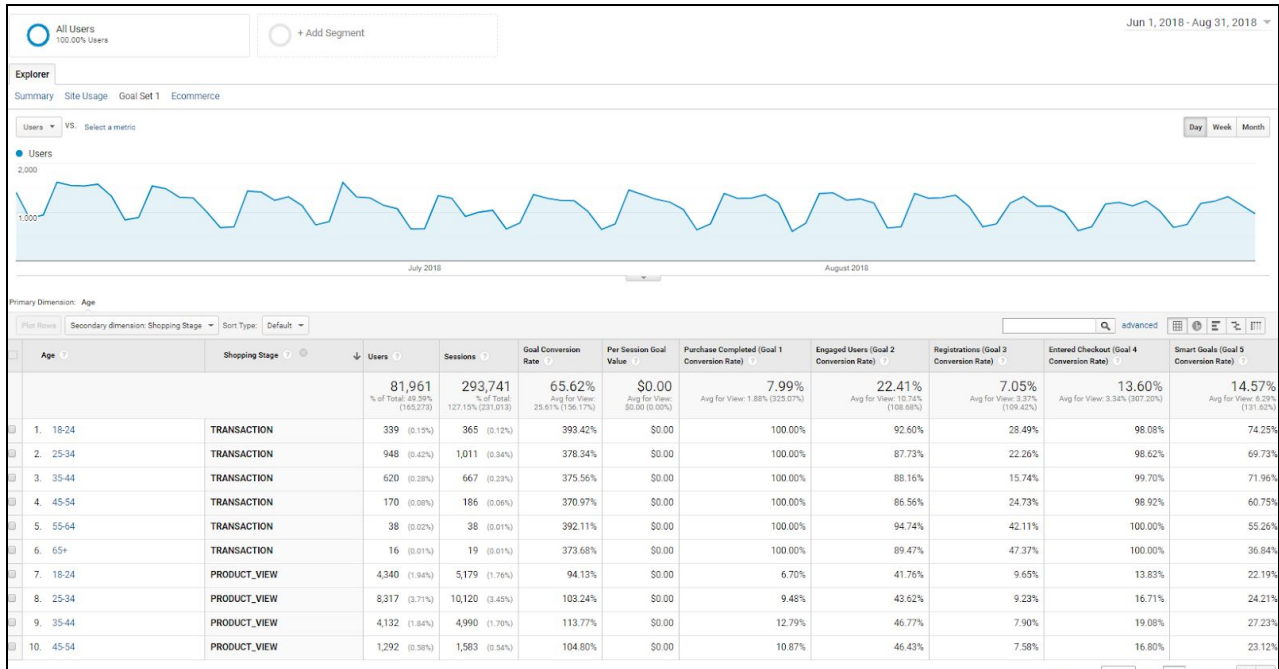
**A. Demographic**

**1. *Age***

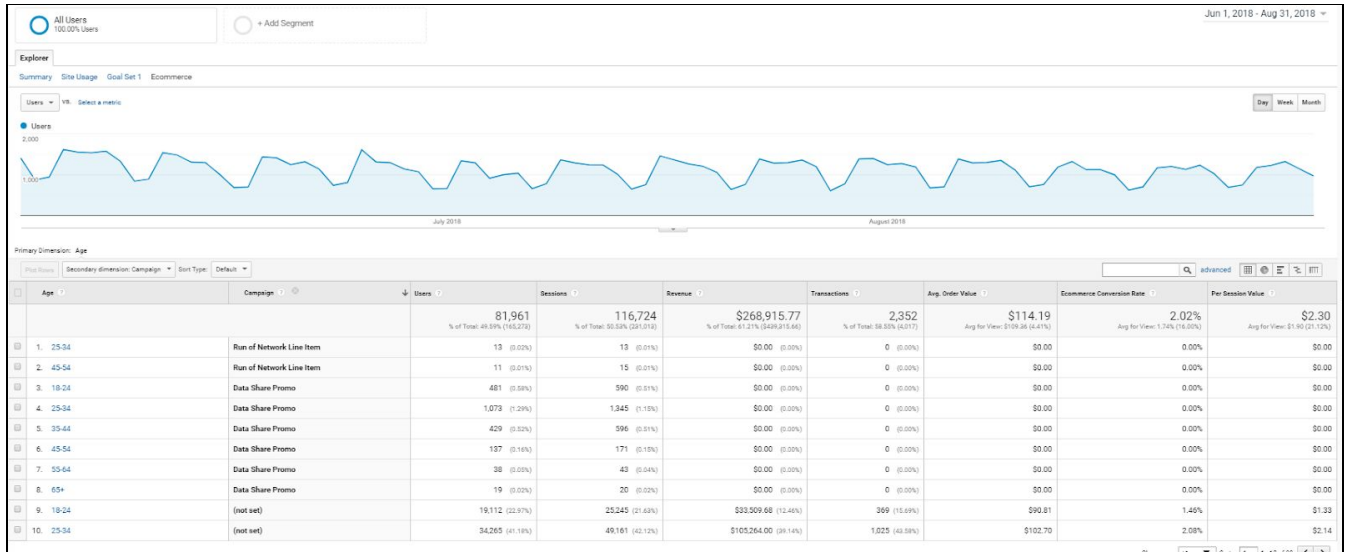
- a) Site Usage: Using the prime summer month period of 2018, the main element that did stand out was the bounce rate percentage standing at 0% for the age groups 18-24 and 25-34. This is extremely beneficial to the Google Merchandise store because that means consumers are actively visiting the site and remaining there on their intended product search. An average 8 minutes are spent browsing which is a pretty decent time stamp in terms of product searching. Many of the top event actions resulted in adding items to the cart. Being that it is summer, many consumers are probably searching for summer-related items to utilize. To advance this even further, a continuation of summer marketing can increase revenue and keep the bounce rate low. ↴



b) Goal Set 1: Within the primary dimension of age and a secondary dimension of shopping stage, consumers seem to be making transactions with number of sessions ranging in the low hundreds. But as you can see, goals aren't being met with high percentages. Being that this is the summer, consumers are looking for items to compliment this time of the year. Marketing and advertising methods need to be adjusted in order to accomplish the goal set. Users are engaged but not enough of them are buying. ↴

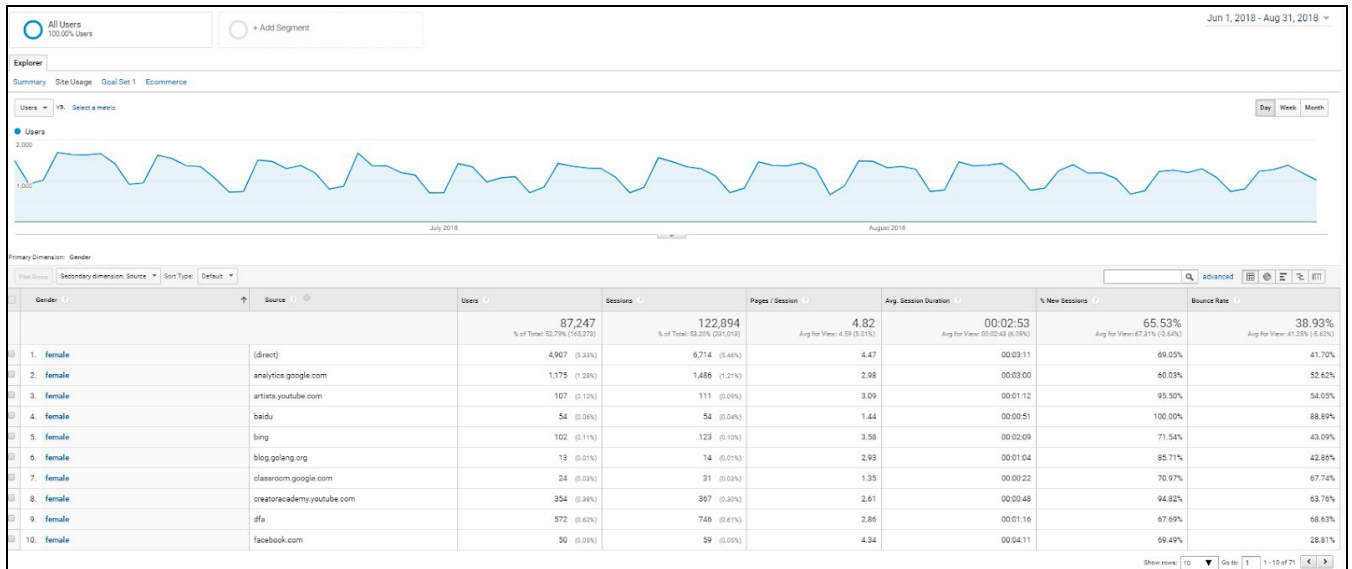
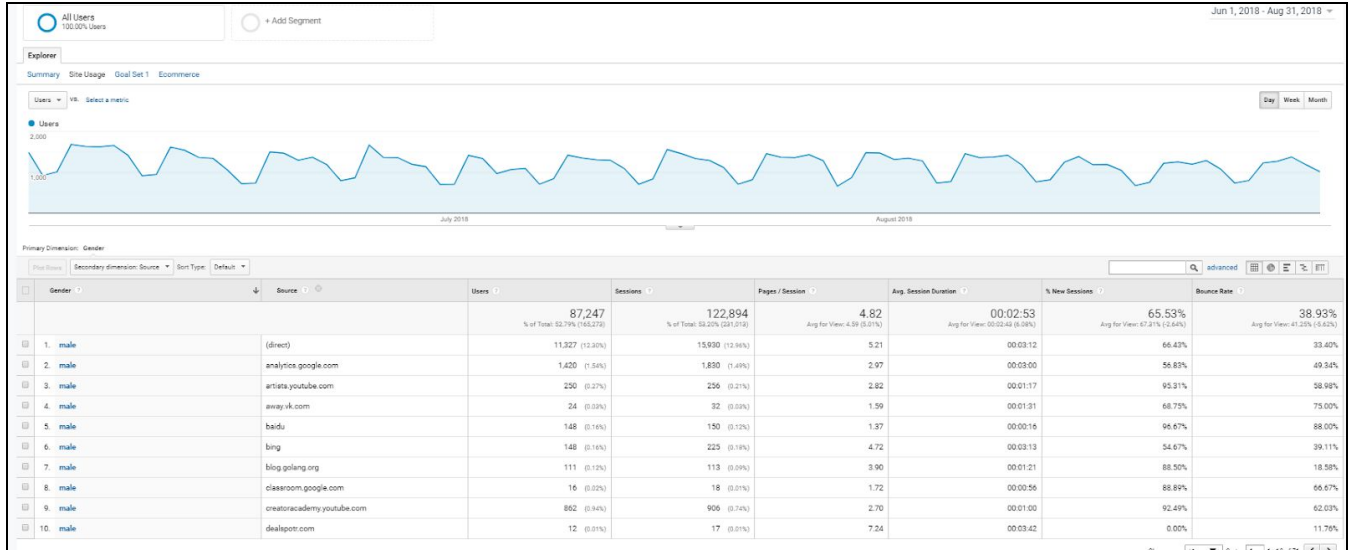


c) Ecommerce: Within ecommerce, taking a closer look at the campaign activity within age, such activity is grown by “Run of Network Line Item” and Data Share Promo” which generated a little over \$268,000. These ad campaigns are what attracted these users to the site which then led to transactions. But the conversion rate is a bit low for the amount of users that held a session on the site as well. With more advertisements targeted towards certain audiences within the younger age groups as well, more site users will access the site and make more purchases rather than just view products and having uncompleted transactions. ↴



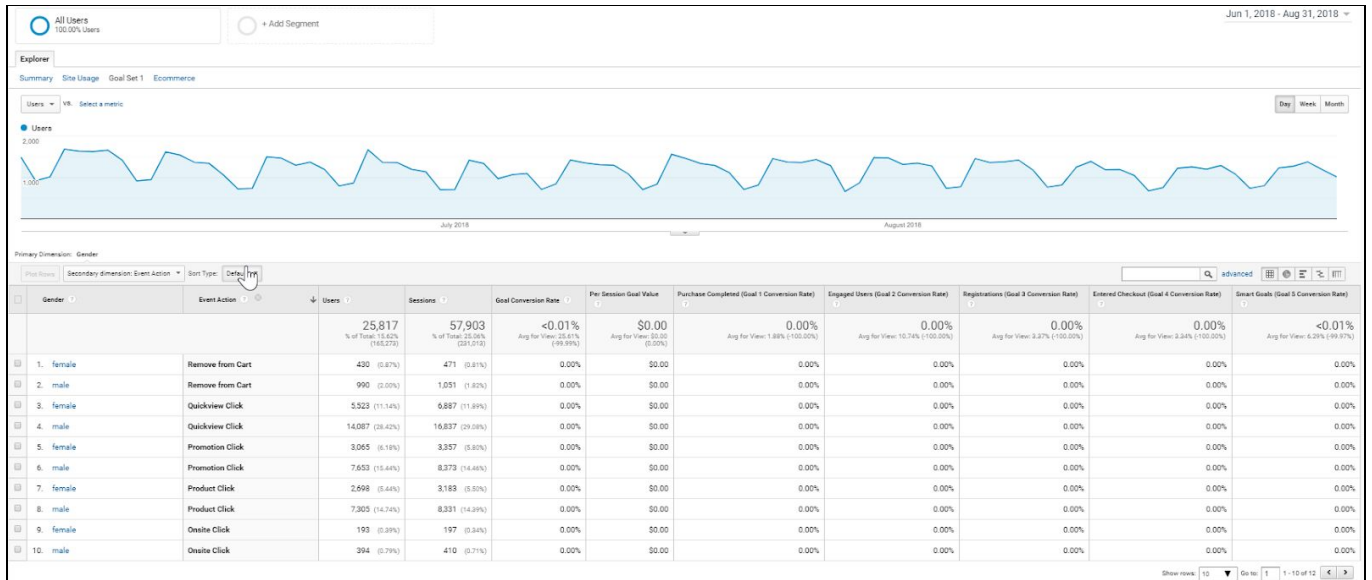
## 2. Gender

- a) Site Usage: For site usage, looking at gender from both males and females, it is noted that there is a wide variation of activity towards the Google Merchandise Store. Many of these users come from sites via YouTube or other Google related websites outside from third-party sites. It is safe to say that the number of ads and content that draws in this audience seems to be relatively the same, advertisements or perhaps email campaigns linked to summer holidays or other relatable seasonal promotions can be done to increase store revenue and user sessions that result in transactions and less bounce rates. ↴

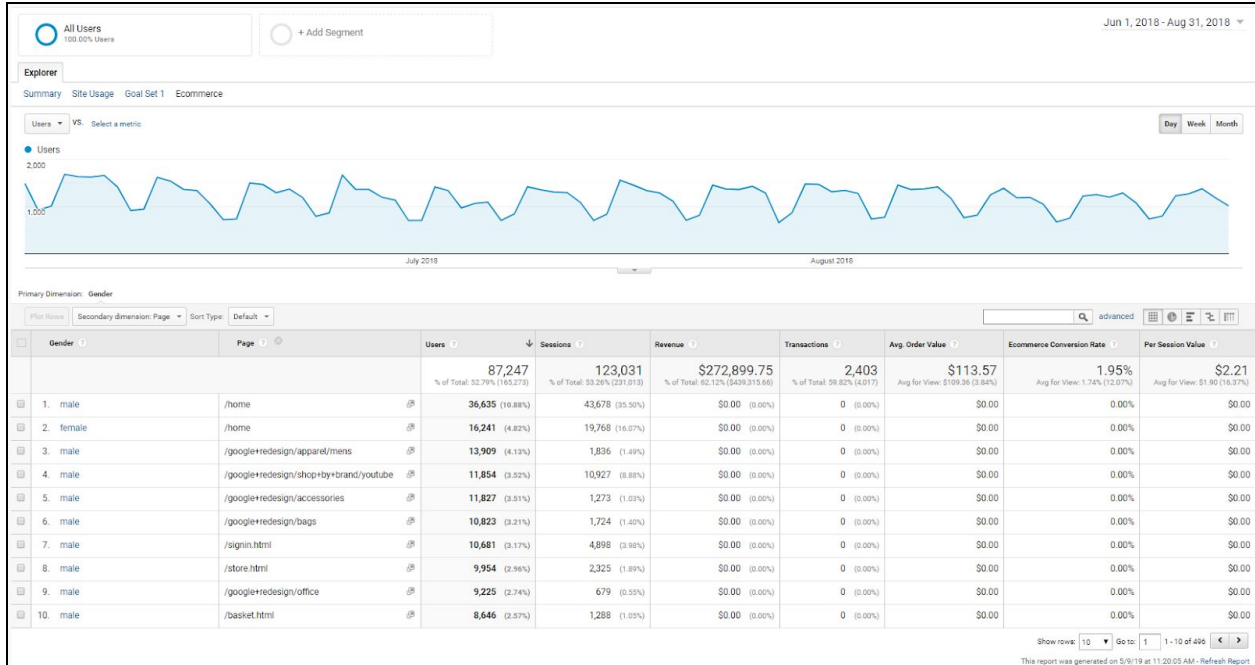


b) Goal Set 1: Looking closely at the Event Action section, it is clear that females are lacking in each event labeled. Males are leading in more site interactions and ad interactions. Females are between just about half and more than half of the percentages generated which can mean a few things. Firstly, ads are probably not being targeted towards them as much or merchandise on The Google

Merchandise Store aren't gaining their attention. In order to even out this level of interaction, there needs to be an even level of merchandise preference sold and/or different variations of campaigns to appeal to the other party. ↴



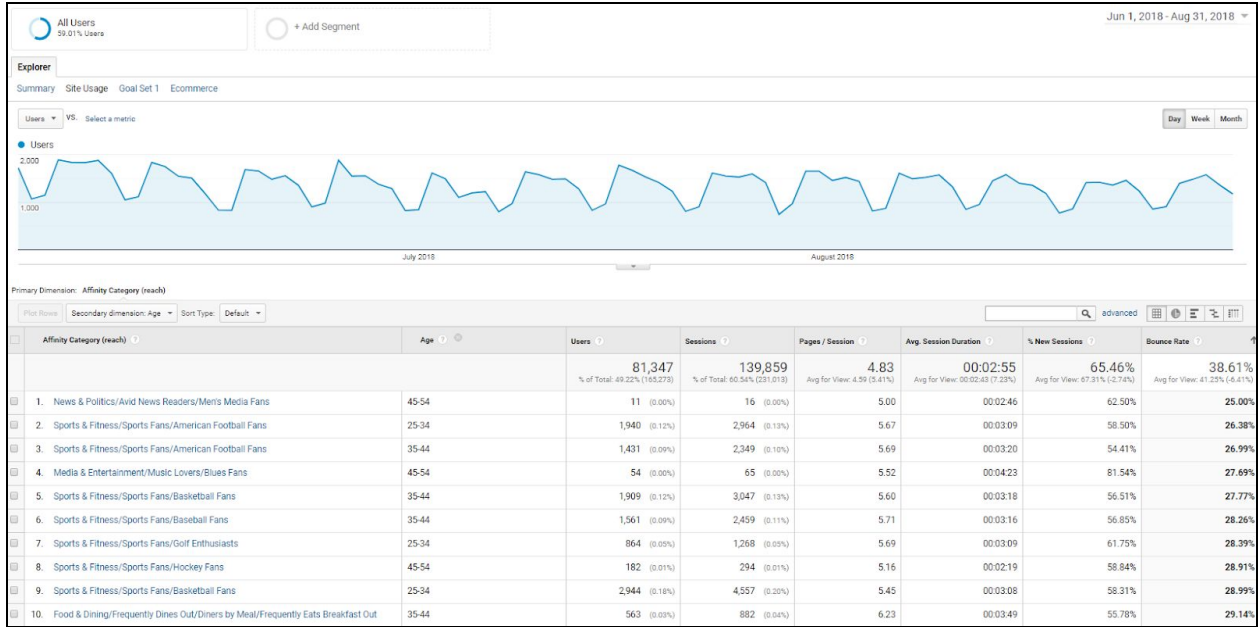
c) Ecommerce: Looking closely at which pages are being visited by the leading gender, male; accessories, supplies, and apparel are the go-to points on The Google Merchandise Store. Women tend to visit the home page and not spend much time on the site unless they are looking for something in particular. During these prime months, having items geared towards them as well can aid in their attraction to the store as well as maybe changing up the home screen to appeal to them so that they search around longer, going deeper into the site. ↴



## B. Interests - Top 10 Affinity Categories and In-Market Segments

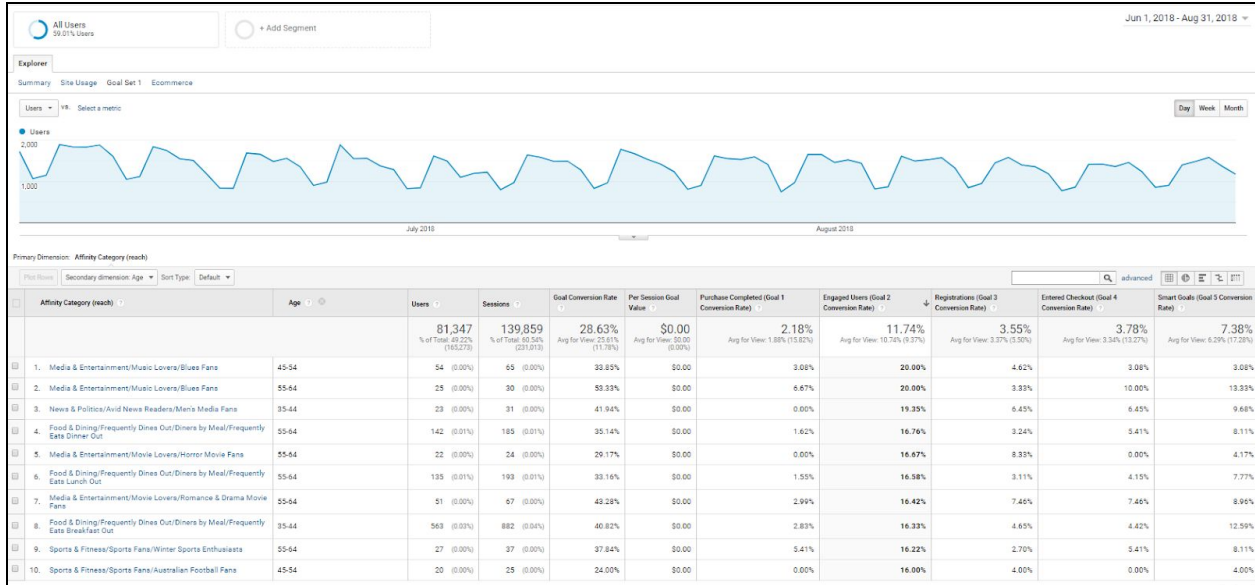
### 1. Top 10 Affinity Categories

- a) Site Usage: Looking at the bounce rate of 38.61% within the affinity categories of page activity, it is clear that certain categories have no interest in the items on the store which results in them leaving and not staying long enough to explore. Sports fans and those into the daily news/politics have little to no variety on the site which would have them want to make a purchase. Possibly incorporating sport themed apparel or other items can help decrease the bounce rate. Grasping the attention of these users is helping in keeping the bounce rate low and consumer engagement high. ↴

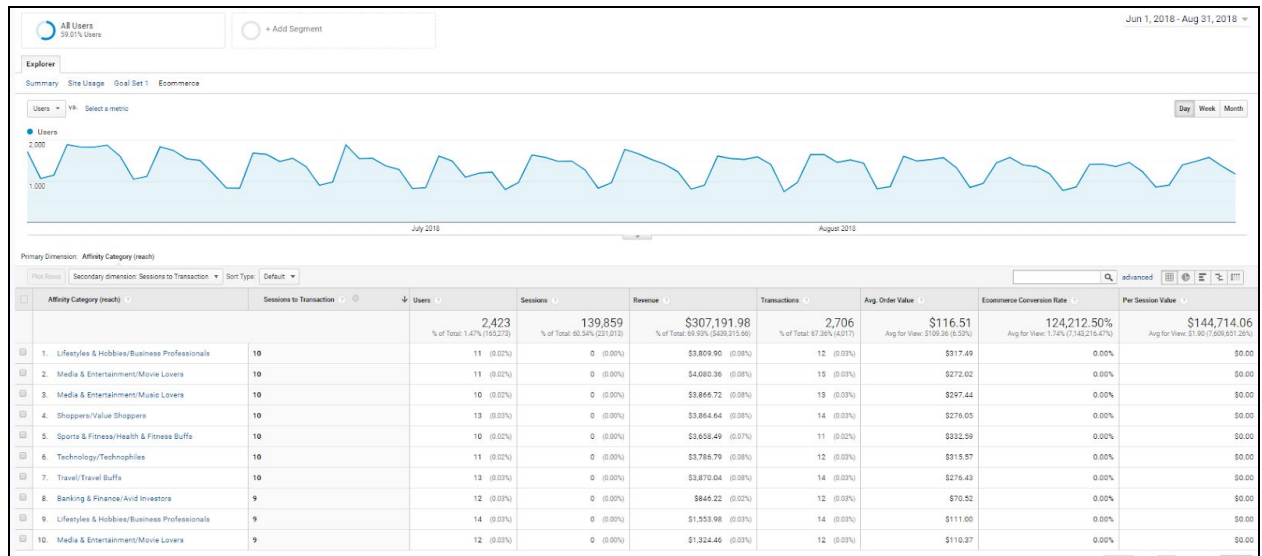


b) Goal Set 1: User engagement is an important part of tracking online activity for a store. Transactions are important but would not be obtained without active consumers constantly visiting and using the site (store). It is seen that among these users within the older age groups are those interested in music, food, and various forms of entertainment. The percentage is quite low (11.74%) and needs to be higher to reach desired goals. Enhancing the homepage is one way to contain active users as well as utilizing sources that bringing those users to the store as well through YouTube or related advertisements. ↴



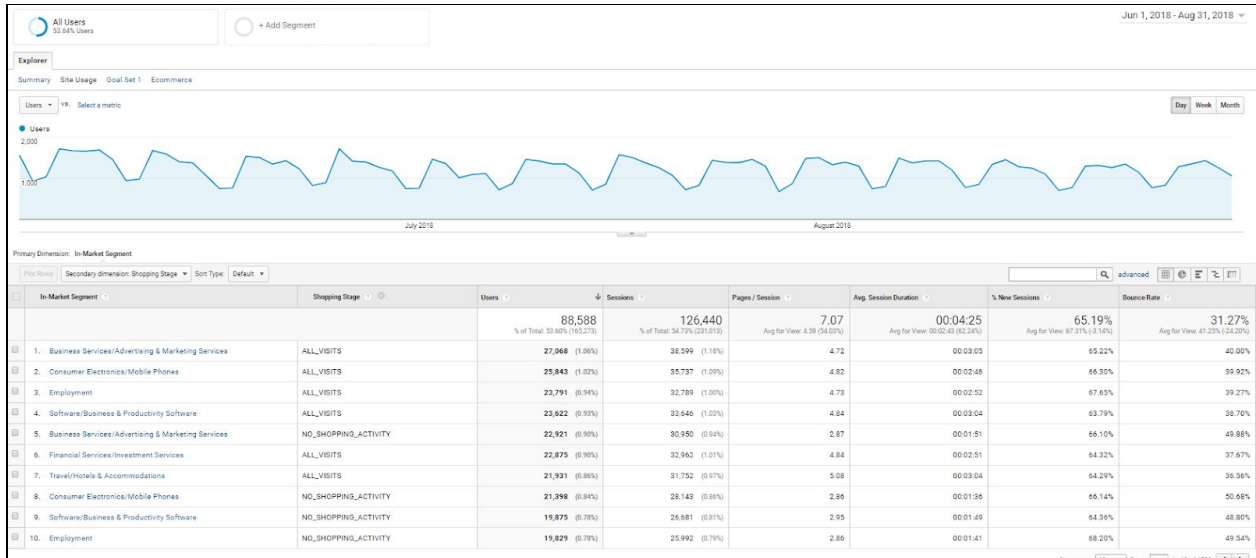


c) Ecommerce: Finding this rather interesting, looking at the amount of revenue that was generated within the sessions that were prolonged for users before they made a purchase was higher than those who made 1-3 sessions before making a purchase. Focusing on these customers who bought items that were around or above \$100 is a good move to ensure constant high revenue. If customers are making constant visit towards the site mean that they are in search for some items and are more likely to make a purchase. Keeping the foot traffic for the site high, having emails about a customer's cart still being full and to make moves to make a purchase is a good incentive or even offering deals when purchase is made keeps the customer happy and purchase fulfillment is more likely to happen. ↴

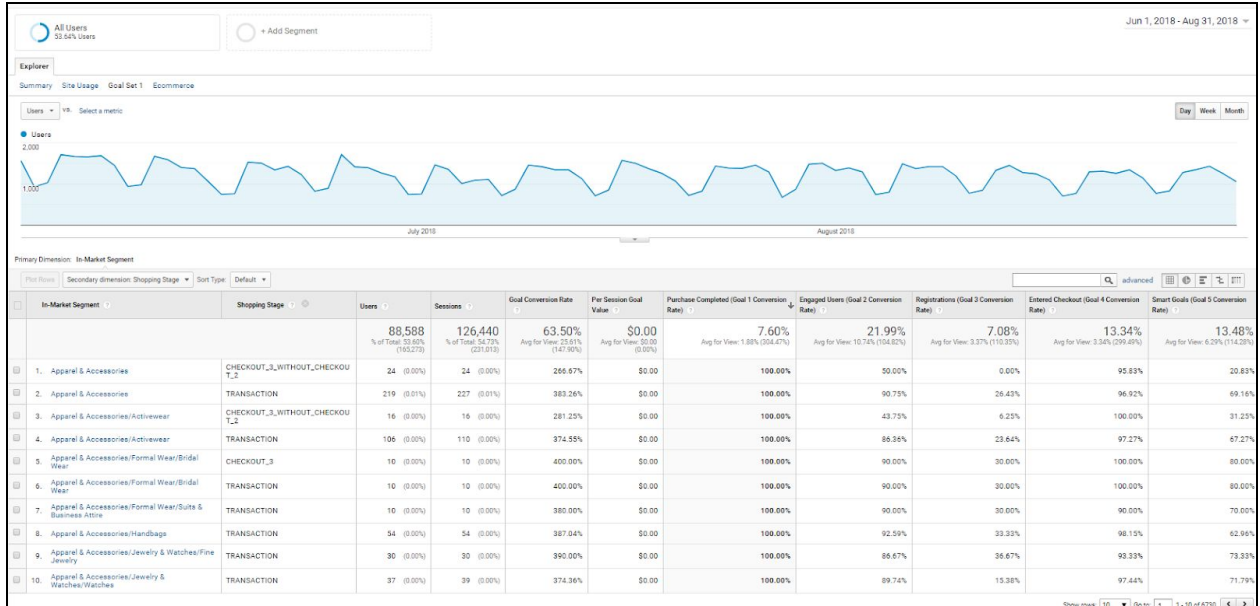


## 2. In-Market Segments

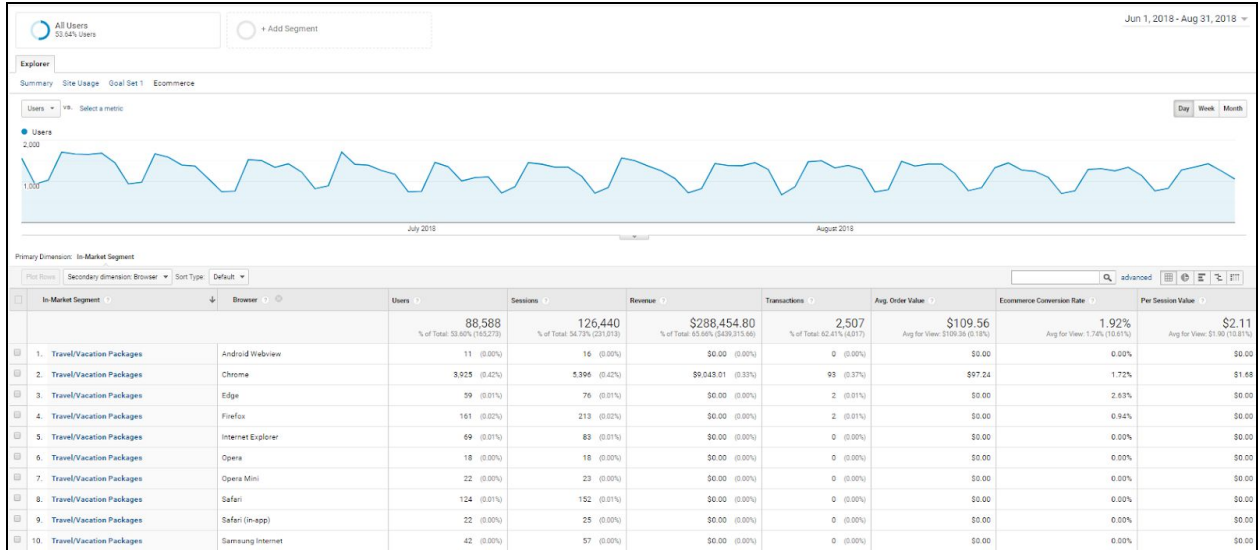
- a) Site Usage: Intentionally choosing this segment to look at because these kind of users are most likely to purchase products if they are related to the market segments listed. As it is shown, the shopping stages that obtain the most users contain many “no shopping activity”. This is an indication that there’s not many products on the site that appeal to these users and they have little to no interest in shopping. The bounce rate for this particular screenshot is very high as well with short time periods spent on the site as well. This shows that either the products aren’t appeal to their interests so they are not engaging or there are poor efforts in advertising to them in order to increase their need to purchase. This needs to be reversed by offering products within the field of interests and more promotional value. ↴



b) Goal Set 1: Taking a look at the shopping stages of users in order to evaluate different components of purchase goals, the store has transactions that are normally made within the accessories and wedding themed items. Being that this is set during the summer months, weddings and formal events are held during this time of the year which can be the increase in items purchased. The conversion rate is also high as well. Pushing more towards summer themed occasions can bring in more purchased and site interactions and increase the percentages of the goals. ↴

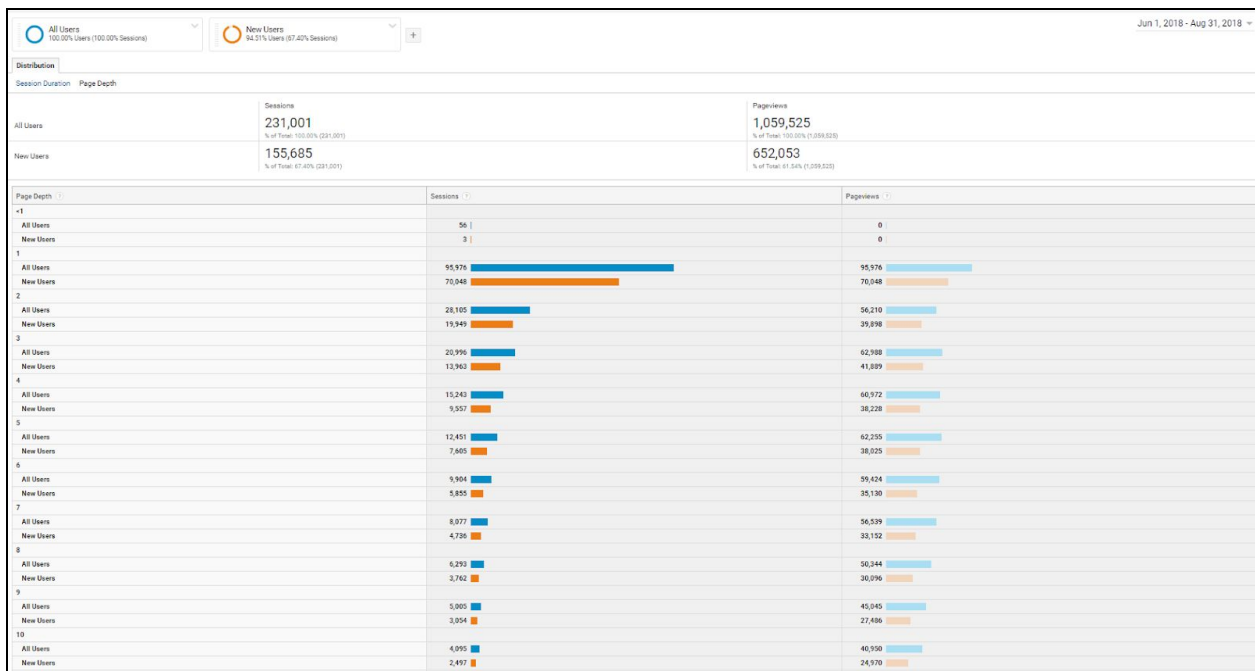
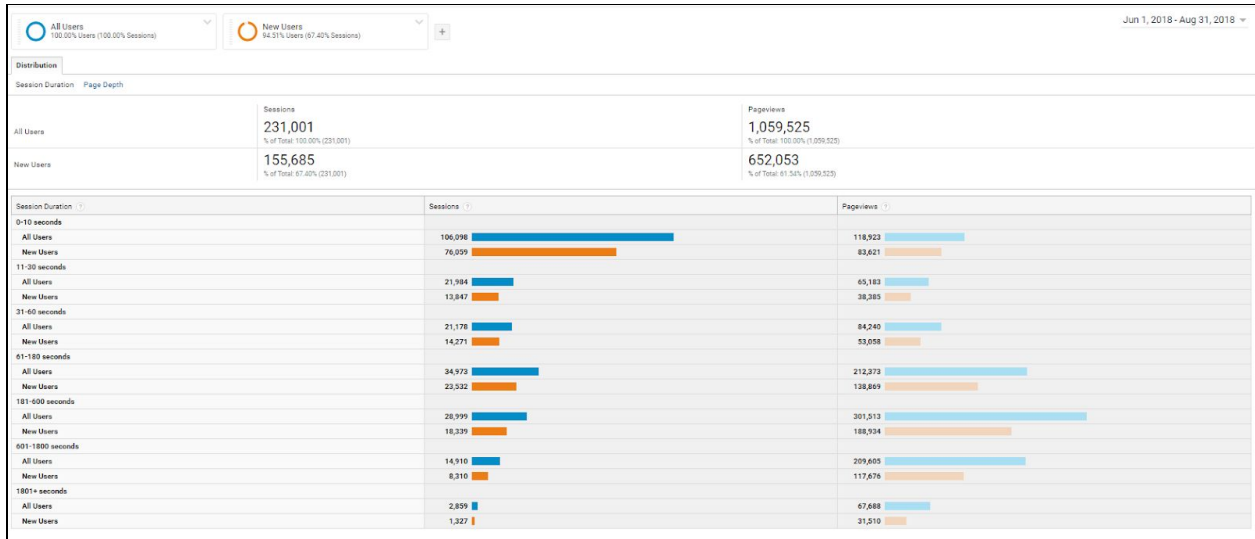


c) Ecommerce: Paying close attention to the market segment type, you can see that it is sent to travel and vacation packages, Because this is looking at the primary travel months of the summer, looking at what users tend to utilize to make their transactions and access the site. Chrome, Safari, and Firefox are the primary browsers used. Ensuring the site stays up to date and compatible can ensure constant customer activity using these browsers. Configurations have to be managed constantly. Chrome being far ahead than the rest shows that this form of browser is the most accessible for customers to use. ↴



### C. Behavior - Engagement

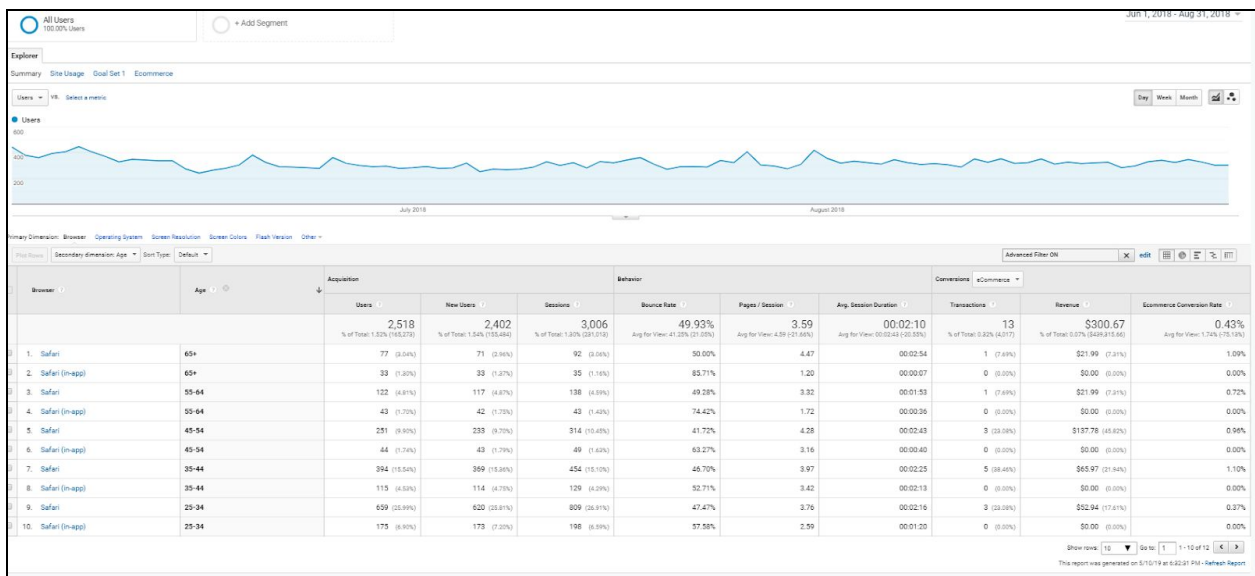
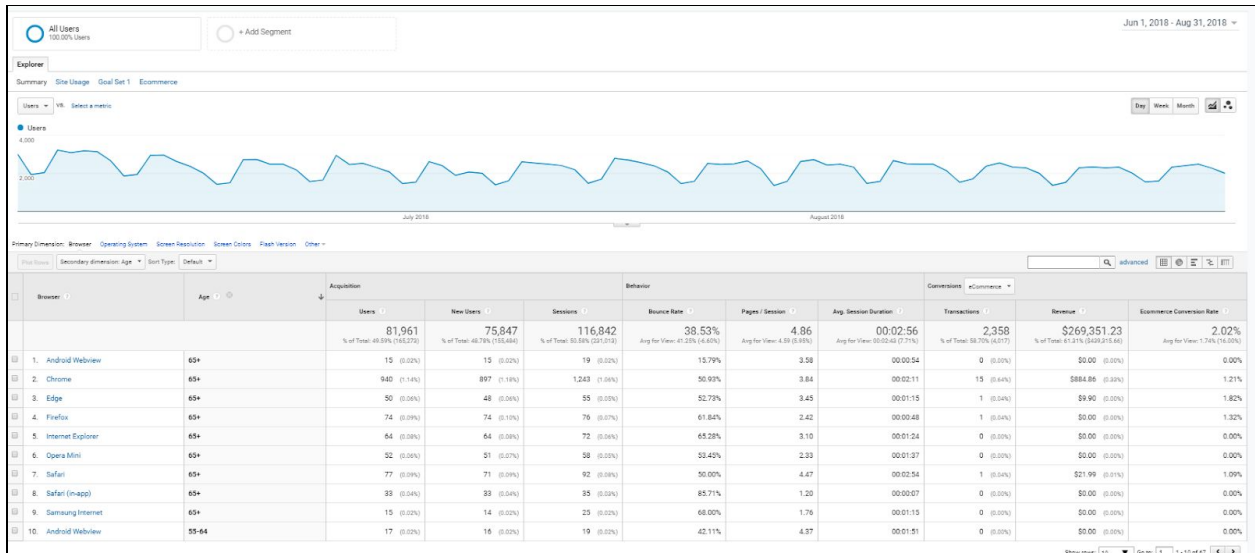
1. Session Duration & Page-Depth: Session duration and page depth is important when looking at the amount of new users because they are potential target audiences if they are attracted in the right way. It is clear that the number of new users that spent a short amount of time on the site is very high which means that their landing pages aren't appealing to them or the homepage isn't catching their attention at all so they are no longer interested in traveling around the site and its offerings. New users also may need incentives to make them stay such as deals or promotions. ↴



## D. Technology - Browser OS

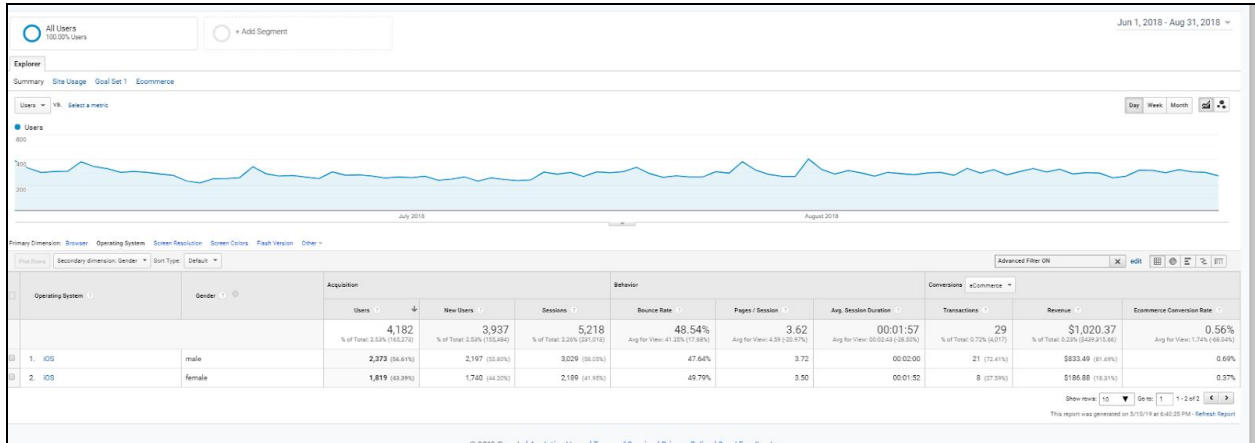
1. Browser: Segmented this by age within the browsers gives me an idea of customers' browser preference based on its usability. As you can see below, mostly those of the older age group and the majority use Safari (Apple Web Browser). This is because it has a very easy interface which

makes one's online experience much more enjoyable and of course, betters their shopping experience. With easier interfaces, it is easier to track issues within a site in relations to its user's browser choice. ↓



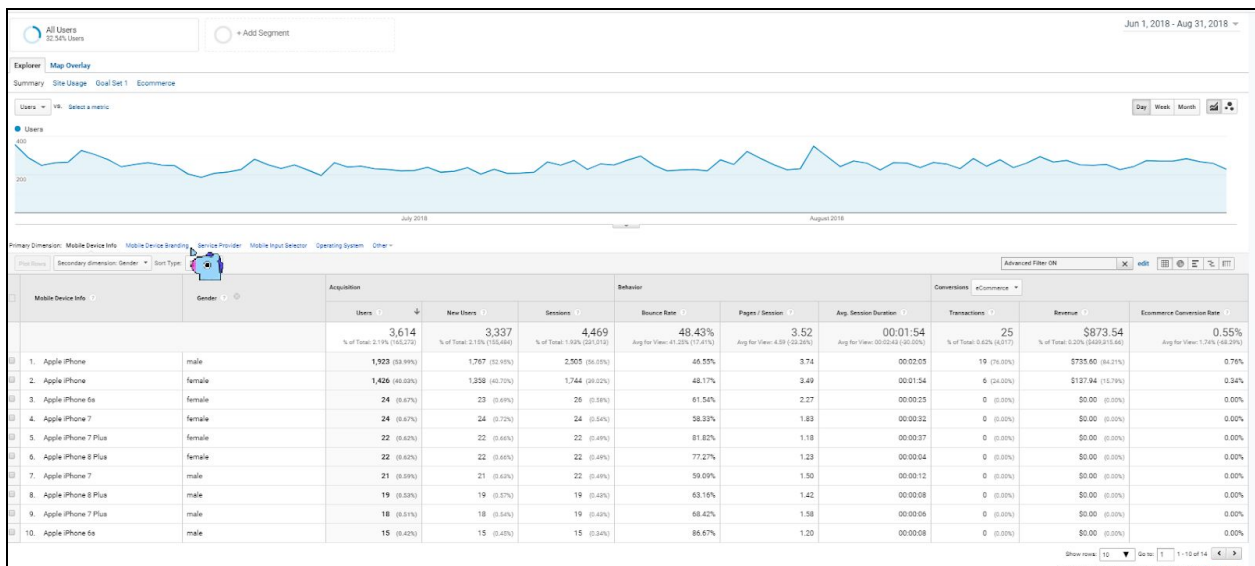
2. Operating System: I thought it would be interesting to see how the genders matched up against a leading operating system, IOS. Turns out that male

are more dominant in using this form of system compared to females. But also there are more males that access this site than females. ↴



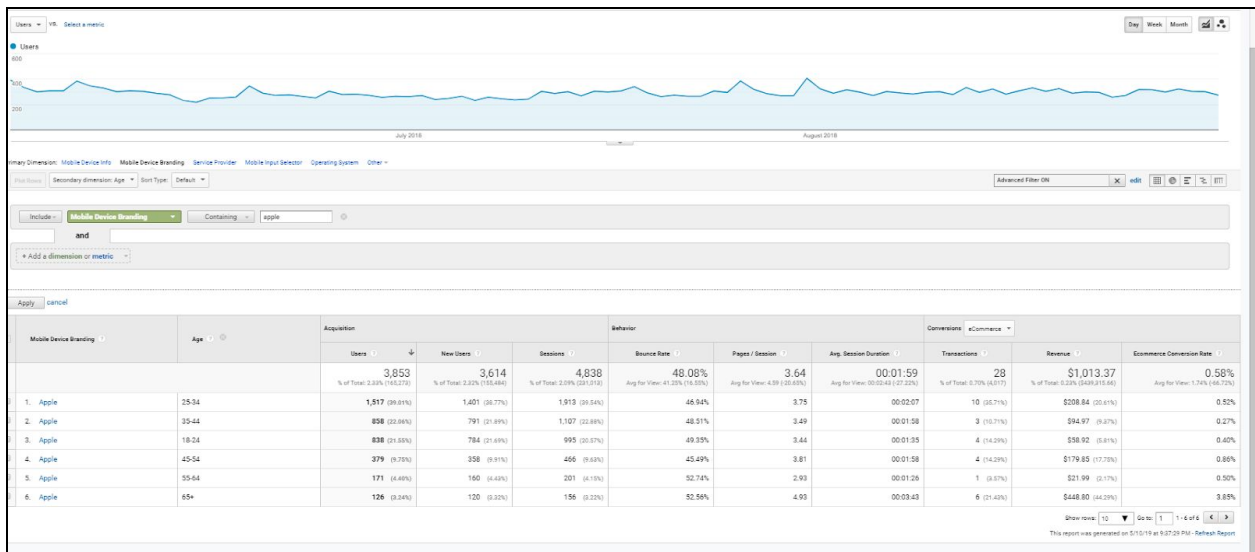
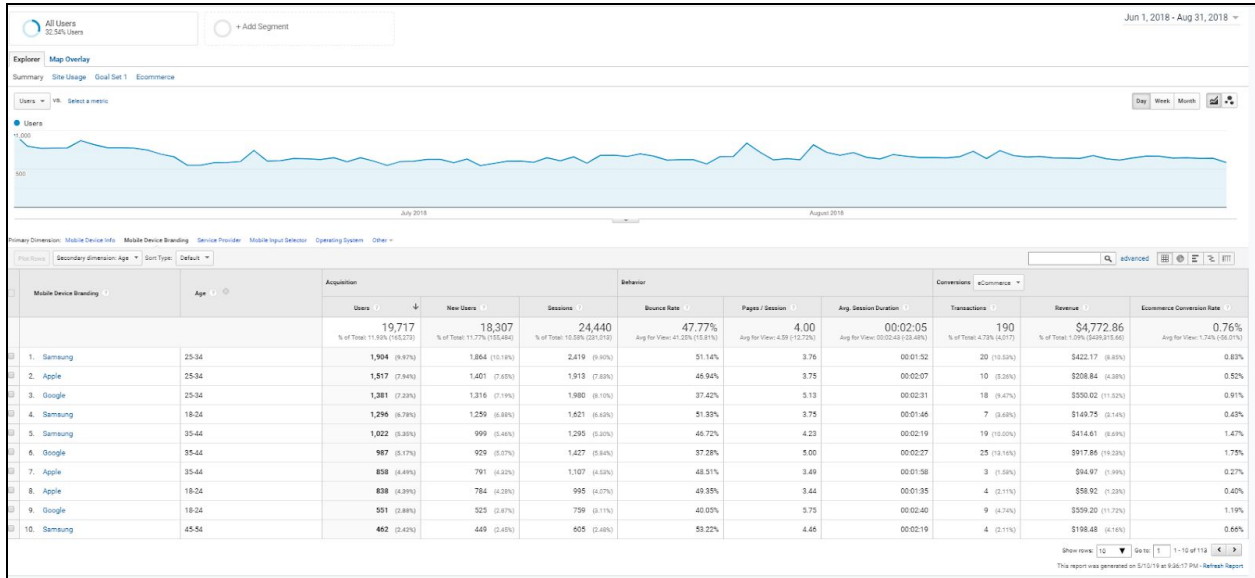
### E. Mobile - Devices

a) Mobile Device Info: Being that a good amount of users who go onto the google store run on IOS, I wanted to see what versions of phones in particular are used among the gender groups. The majority use the latest iphones of 6 and up but non from previous generation. ↴



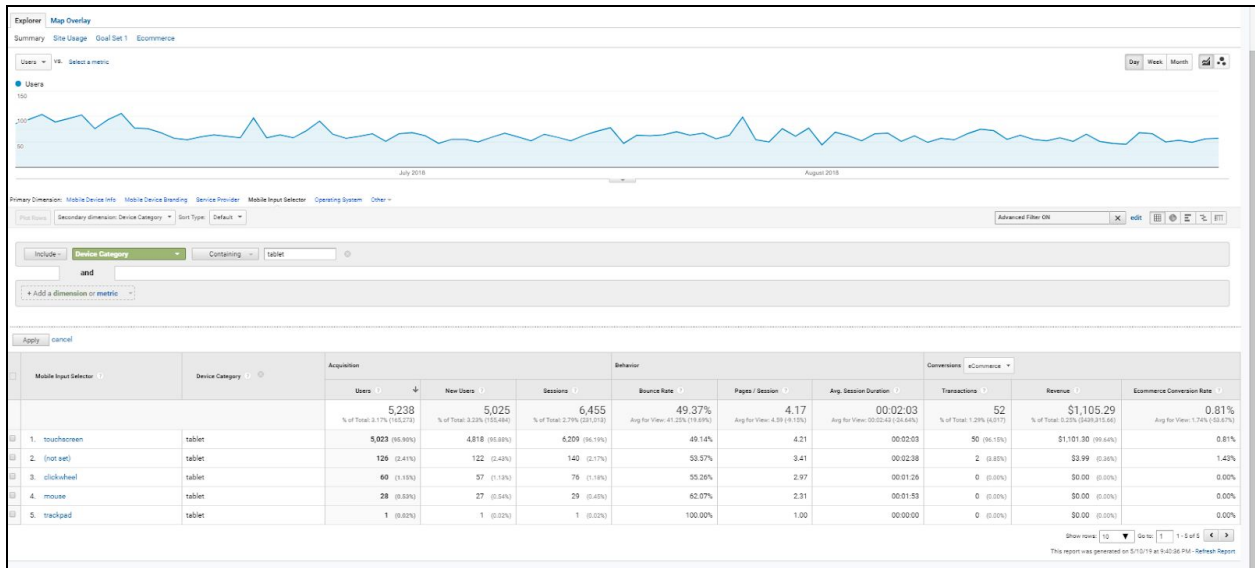
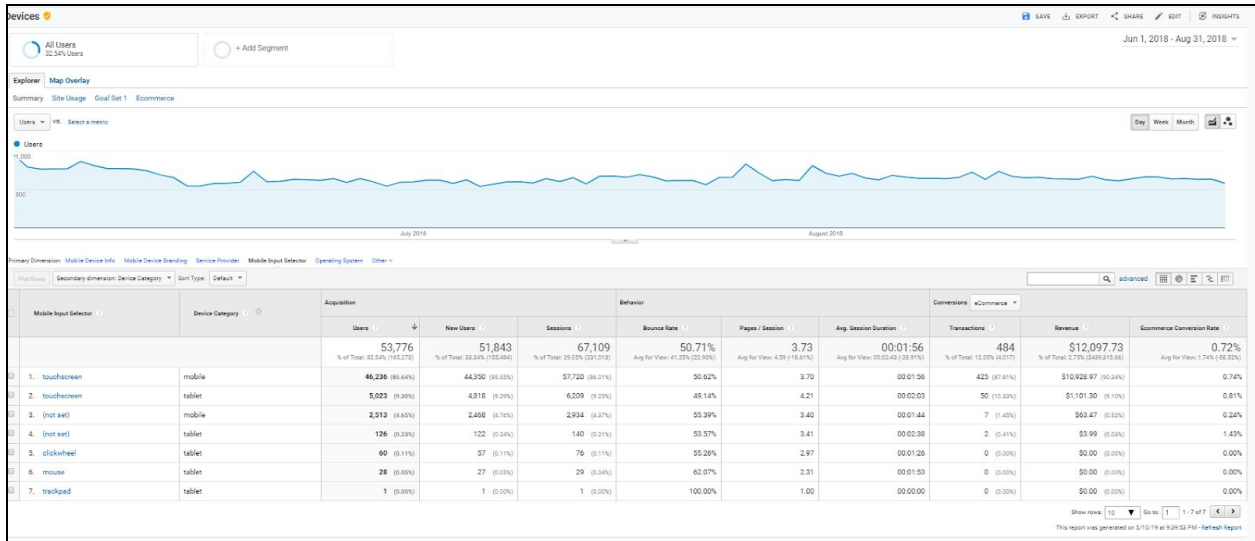


b) Mobile Device Branding: As we can clearly see, Apple is the device dominator in this category as well. It is interesting to see how in this case, the much older age groups are the main users for Apple products compared to google devices. ↴



c) Mobile Input Selector: Here, I decided to narrow down the groupings to tablet because it is an overlook device compared to

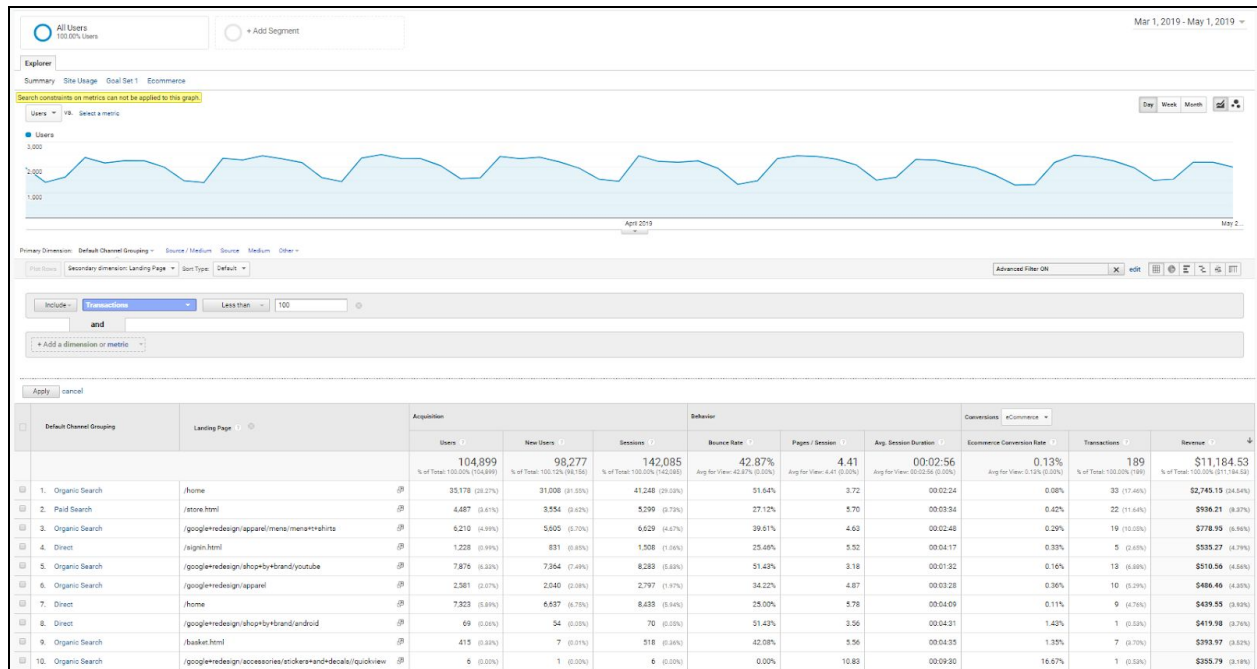
the tablet and the desktop/laptop devices. For these groups of visitors they lean more towards devices that are touchscreen because it is much easier to use in terms of using the store website. There are over 5,000 users compared to others in the low hundreds and even lower. ↓



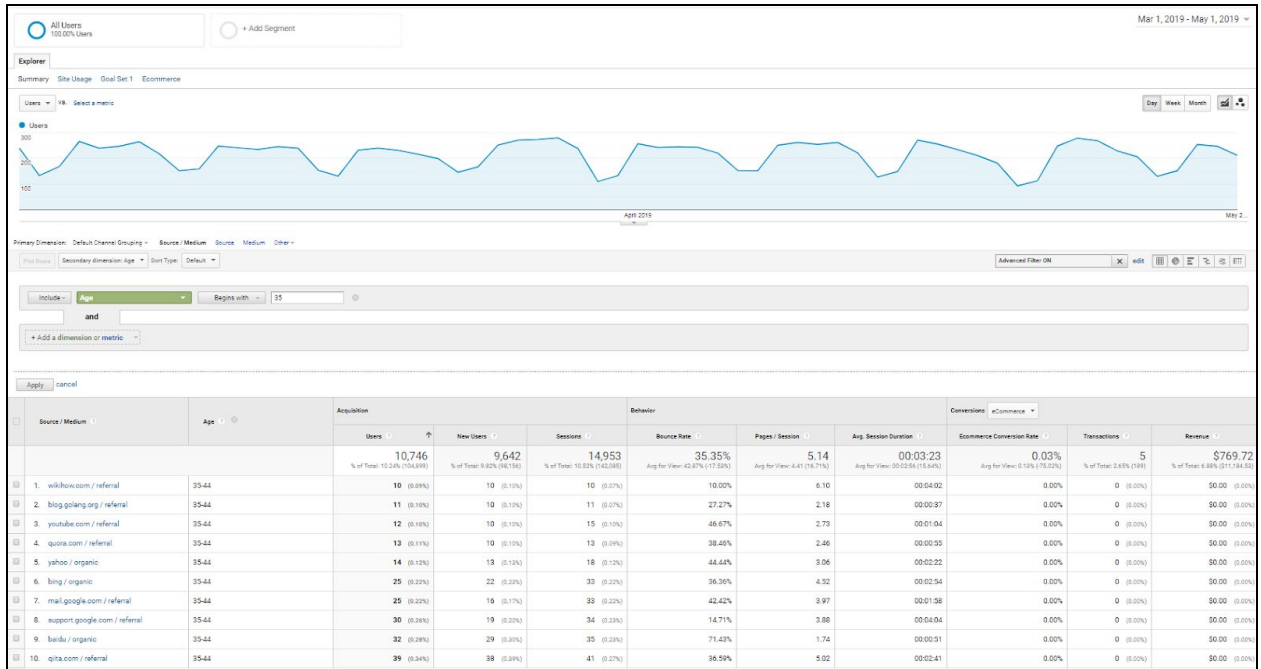
## II. ACQUISITIONS (March 1, 2019 - May 1, 2019)

## A. All Traffic - Channels

1. Default Channel Grouping: When looking at the default channel grouping, it was an interesting factor to see what drew in customers and the time spent on the site and then what resulted in transactions. For those who spent a longer time in the store were browsing items related to apparel and electronics. During the span of 2 months, the revenue that was generated was a bit over \$11,000 with 189 transactions and a bounce rate of 42%. Within these calculations is a combination of direct and organic searches which do indicate that these consumers are likely to buy the products they are in search for or interested in. But as you can see page durations are on the low side which means there isn't much effort being done to keep a site visitor engaged which related to the high bounce rate. With the high amount of users, it is safe to say that more efforts need to be implemented to fix in order to increase conversion rates as well. ↴

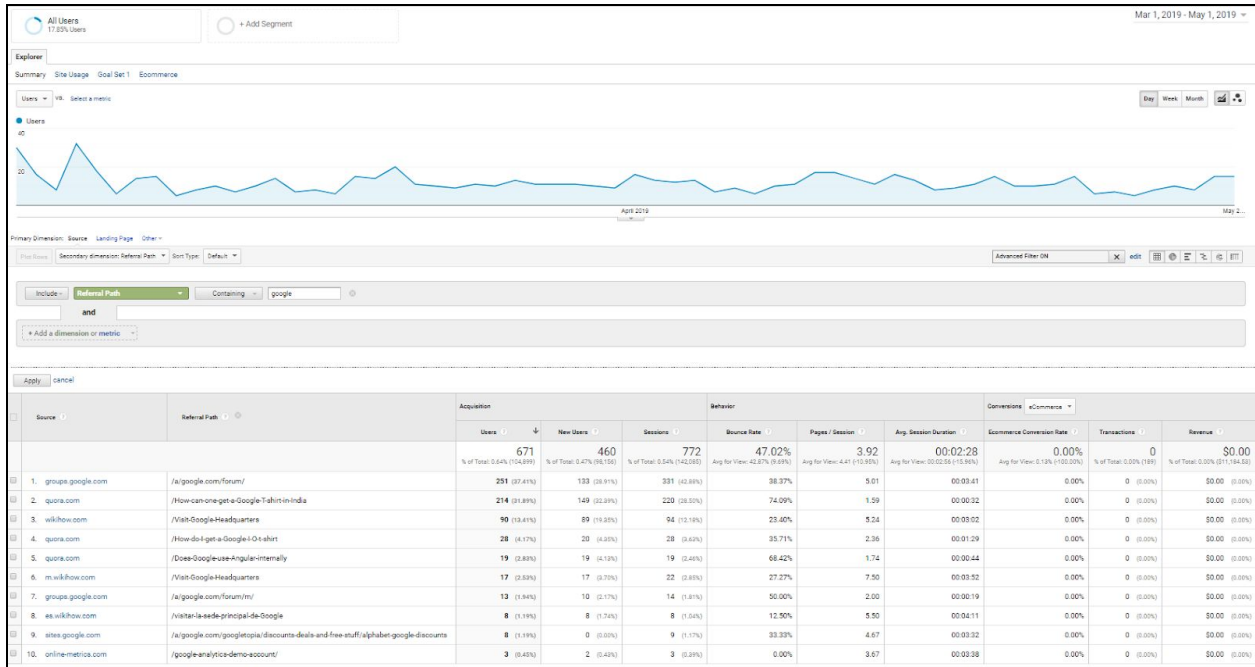


2. Source/Medium: Choosing this advance filter allowed me to key in on the older audience who aren't necessarily seen to utilize the internet as often as younger age groups but are also not old enough where they do not use it at all. This important to look at because this is still a potential group of consumers to pay attention to. The bounce rate is less than half which can be lowered with proper ad targeting and simpler site utilization. Many of these users derive from FaceBook, email, affiliations which are good places to push awareness of ads to draw in more viewers to the Google Store. With that, the low transaction count of 5 can increase. ↴

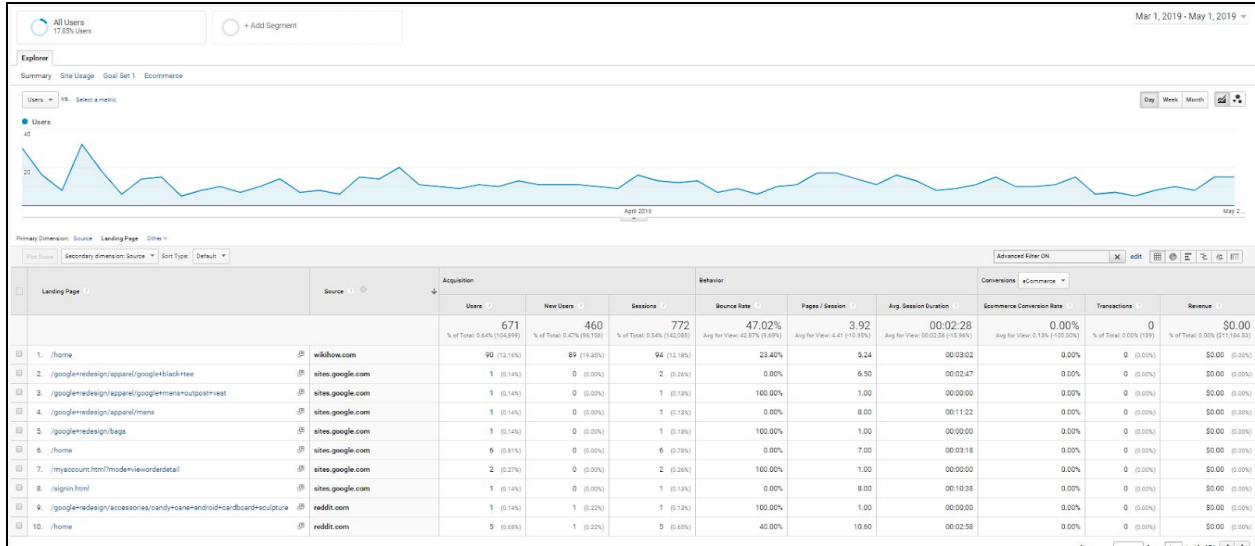


## B. All Traffic - Referrals

1. Source: Ignoring the low amount of transactions, I wanted to note an important that is useful using this kind of data segmentation. I wanted to see what items that were searched, that are not popular at all which is a good concept to look at and is just as important as what is trending. This allows the store to see what might do well on their site and what will not bring in high levels of customer interactions. As you can see, the URLs that referred this level of traffic are ones related to the actual analytical aspect of google. So pointing customers with ads on that part of the spectrum may or may not be helpful as it is unrelated to what they are interested in. ↴



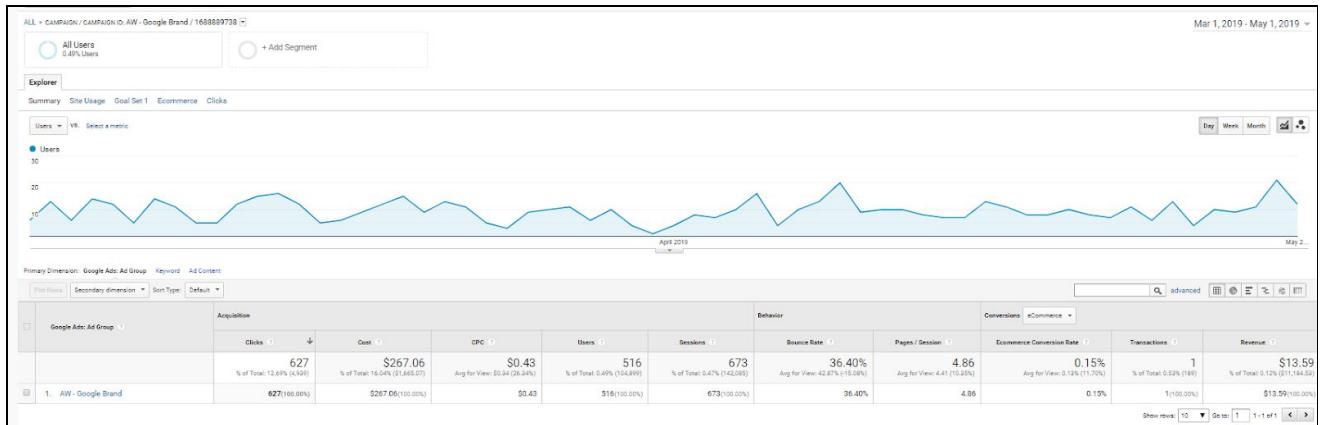
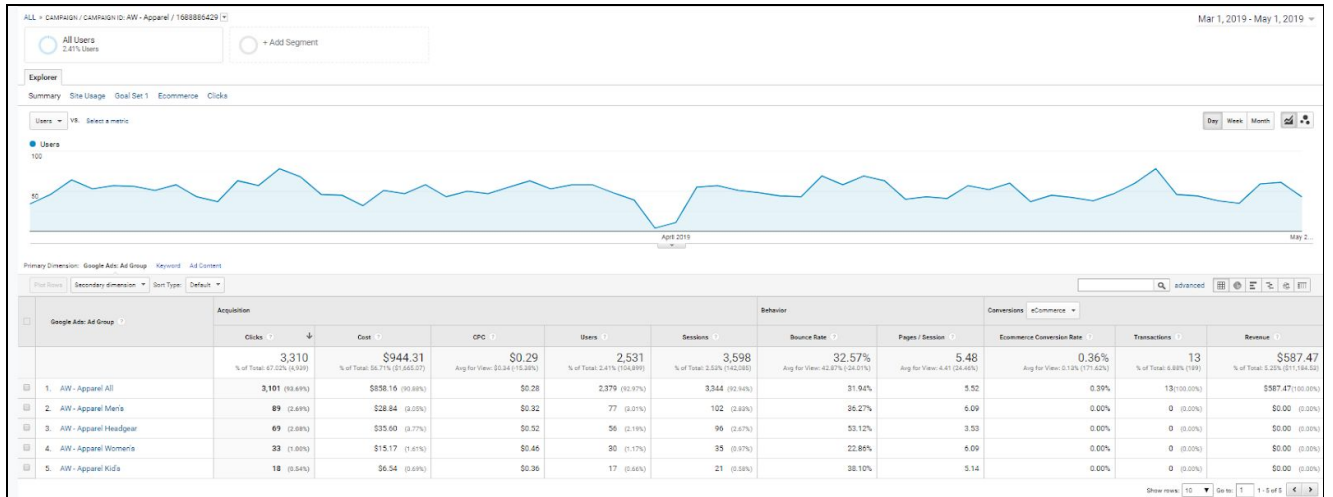
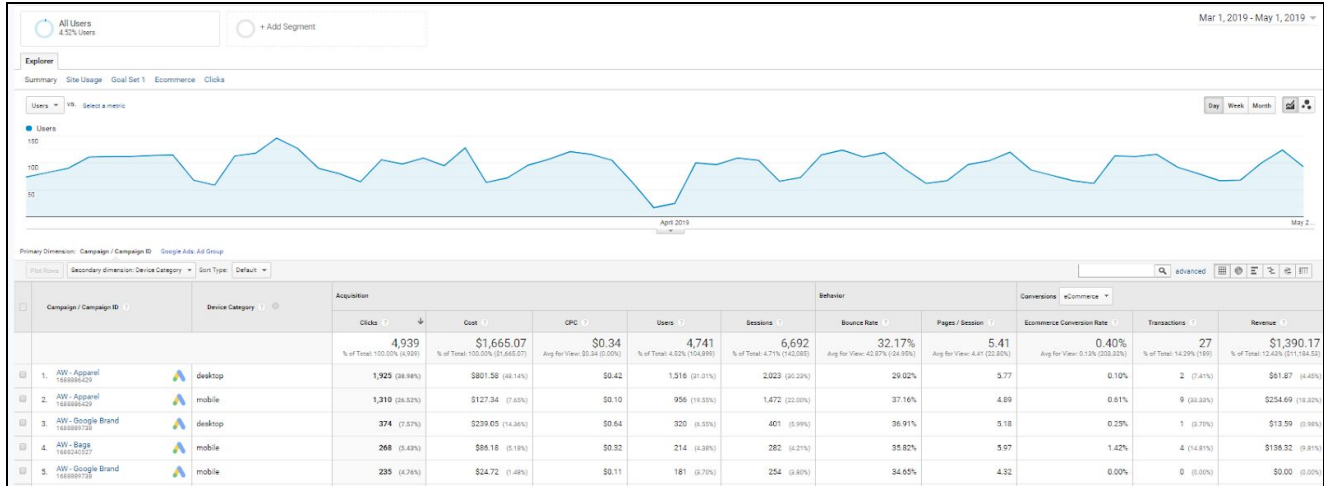
2. Landing Page: Following the reason above as well, here you can see that informative sites that consumers go to, to find helpful information is also a good place to target advertisements to draw in a new batch of possible loyal consumers. These groups are interested in things related to apparel. You can also see that 90 of them stay on the homepage and do not look further. Making this the main attraction as well can increase the number of visits and store engagement, especially this time frame since it deals with spring/summer readiness so having fun accessories and apparel can appeal to others. ↴



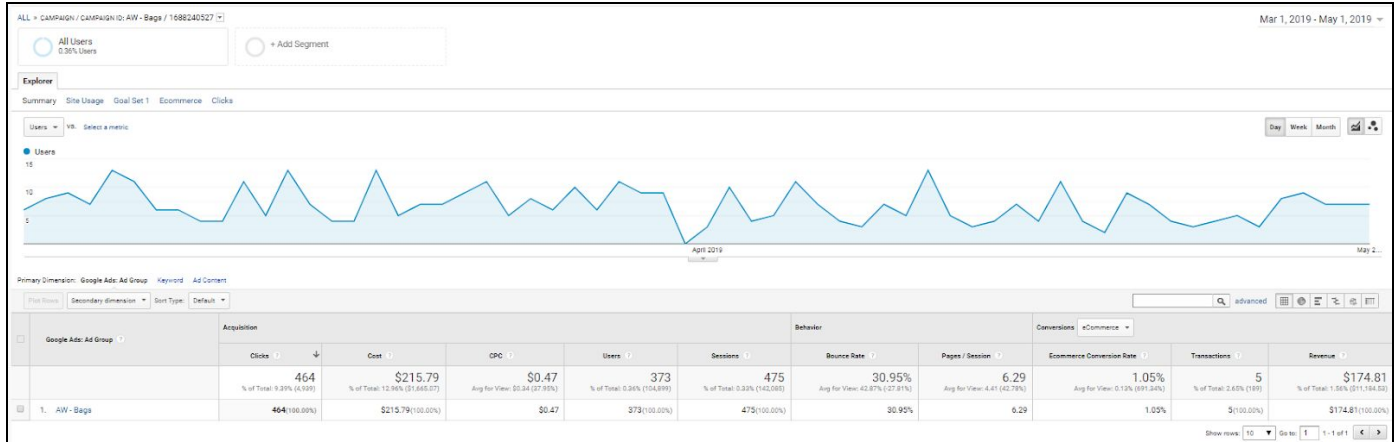
## C. Google Ads – Campaign and Final URLs

### 1. Campaign

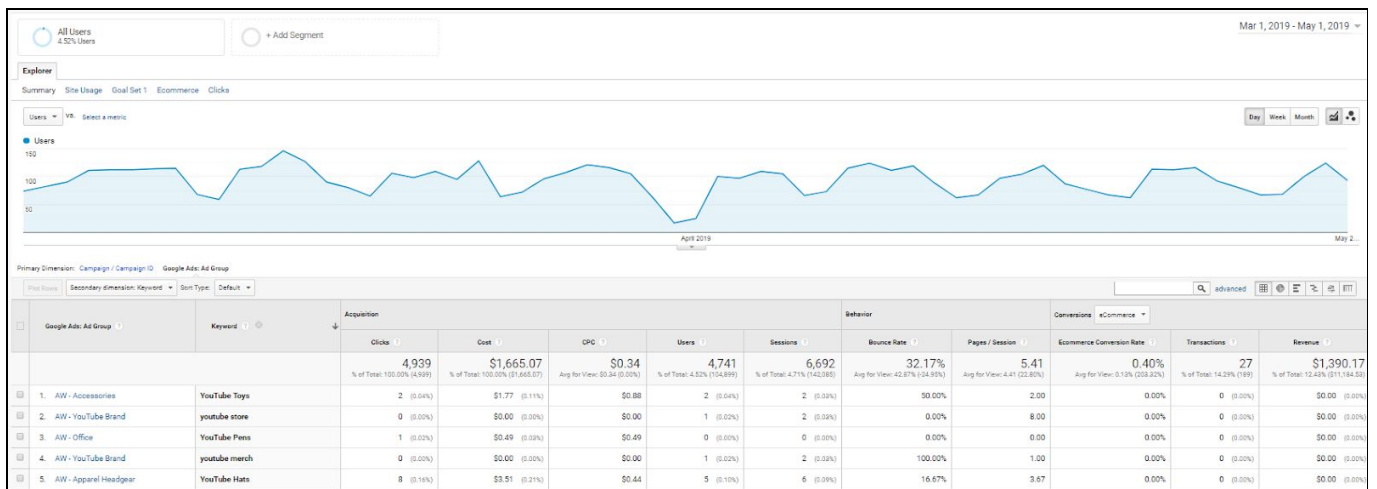
- a) Campaign/Campaign ID: Here listed are the top 5 campaigns sorted by device category (desktop being the more friendly device in terms of a better shopping experience). Apparel seems to generate the most revenue during this time frame. As you can see, the amount spent on ads (\$944) isn't far ahead of the revenue (\$587) generated from site transactions. Generally, if advertisements are taking up a big part of spending then revenue needs to be higher but in this case that is not seen. This can be said for the remaining campaigns with the top 5. ↓

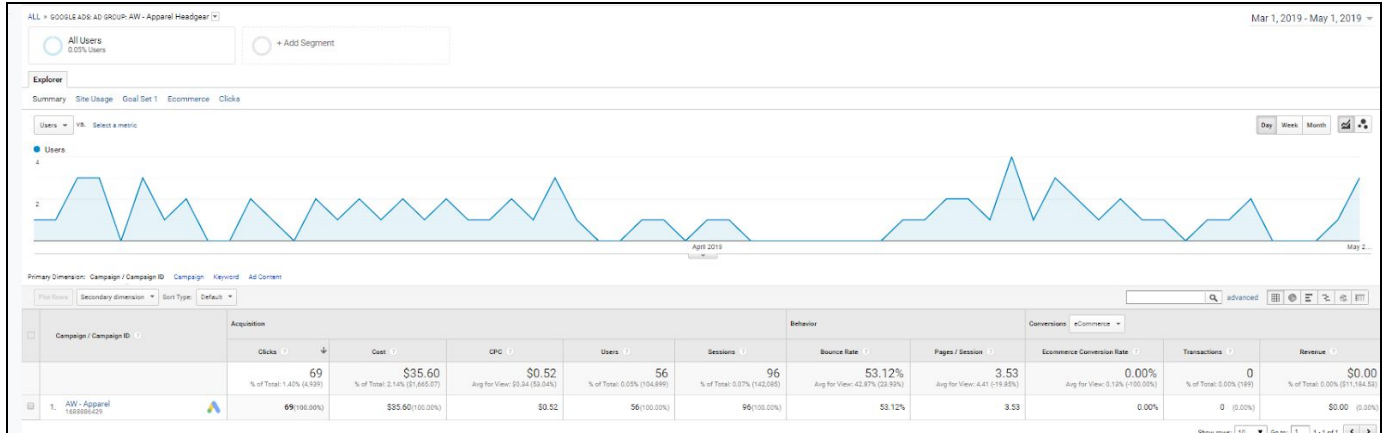






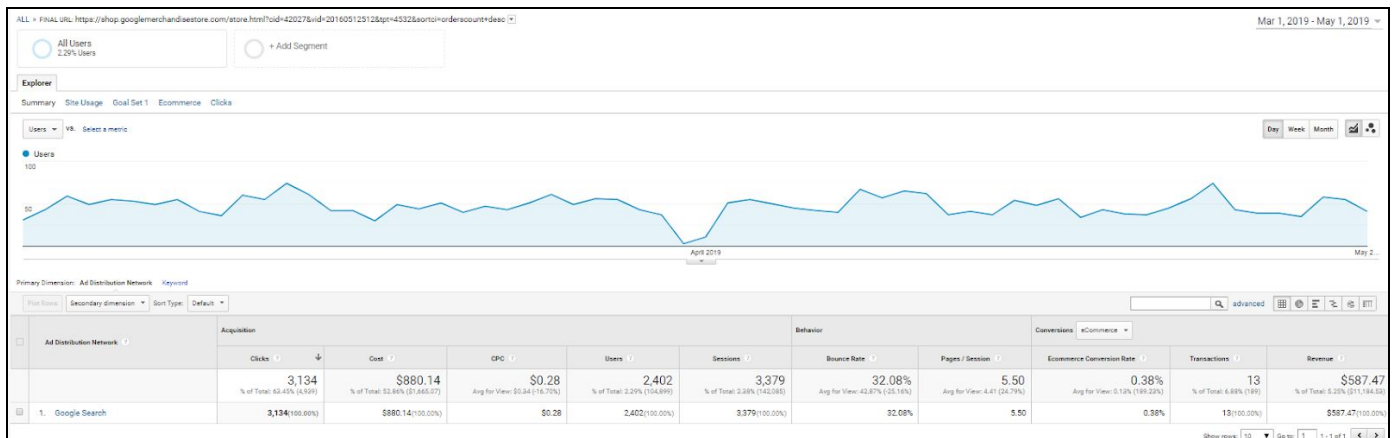
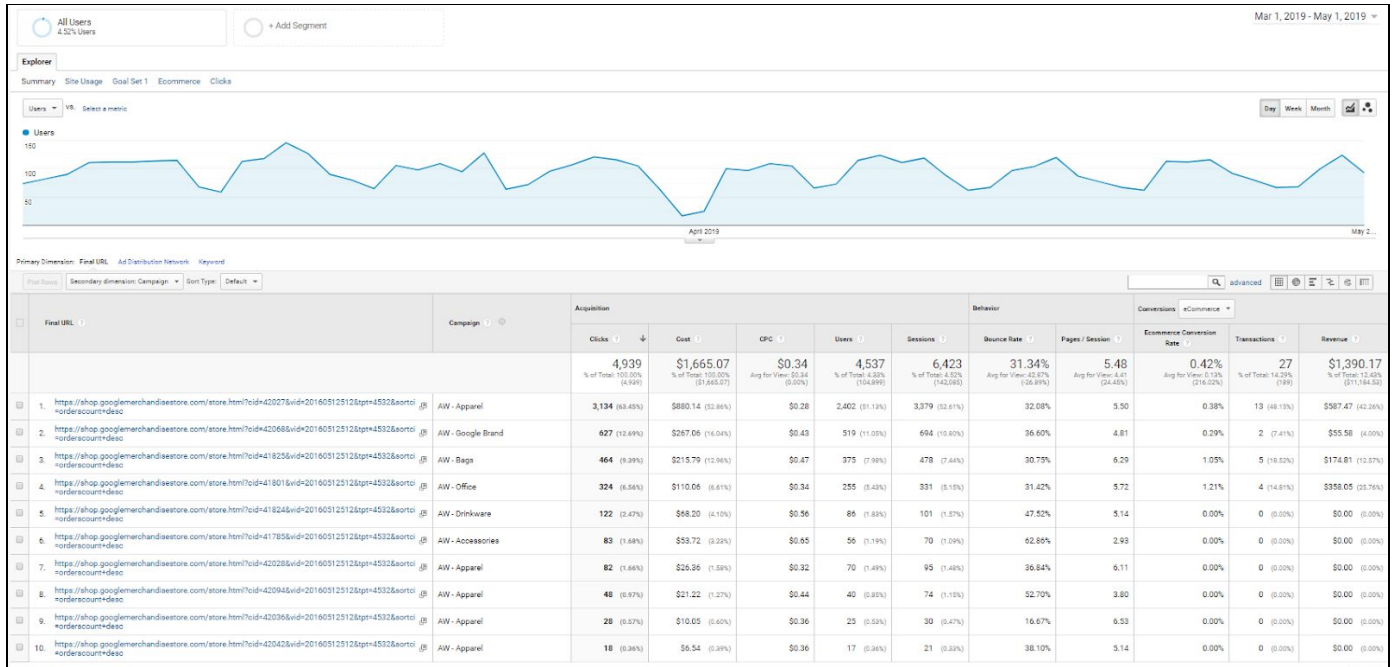
b) Google Ads: Ad Group: In this scenario, I wanted to see what keywords were used in the ads that were paid in order for them to appear in the search results. You can see many of the keywords stay on the general side which is probably why revenue is short. Keywords should be narrow in terms of coming more frequently in search results so that consumers can find the store's ad content. The amount spent on ads should generate more revenue for the store in purchases. ↴





## 2. Final URLs

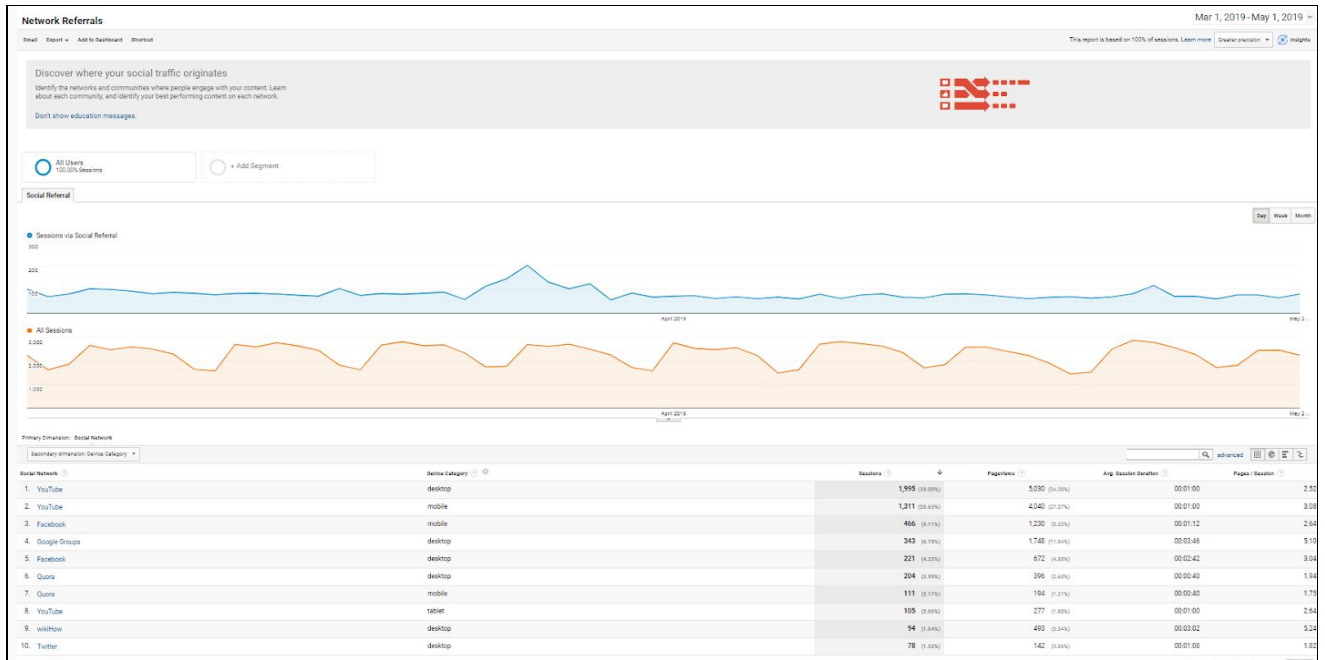
- a) Final URL & Ad Distribution Network/Keyword: Being the primary means of consumer reach is through Google Search it is important to note that keyword distribution is very critical. For the amount of clicks that are being generated (4K) this should give back to the store with a decent amount of store transactions, engagement, and conversion rates. Apparel and accessories are the top campaigns so therefore, having keywords fall under different types of subcategories will help. Each of the top 5 portray the same situation in which an increase in adwords needs to be established in order to further the amount of revenue earned over cost spent on ads. ↴



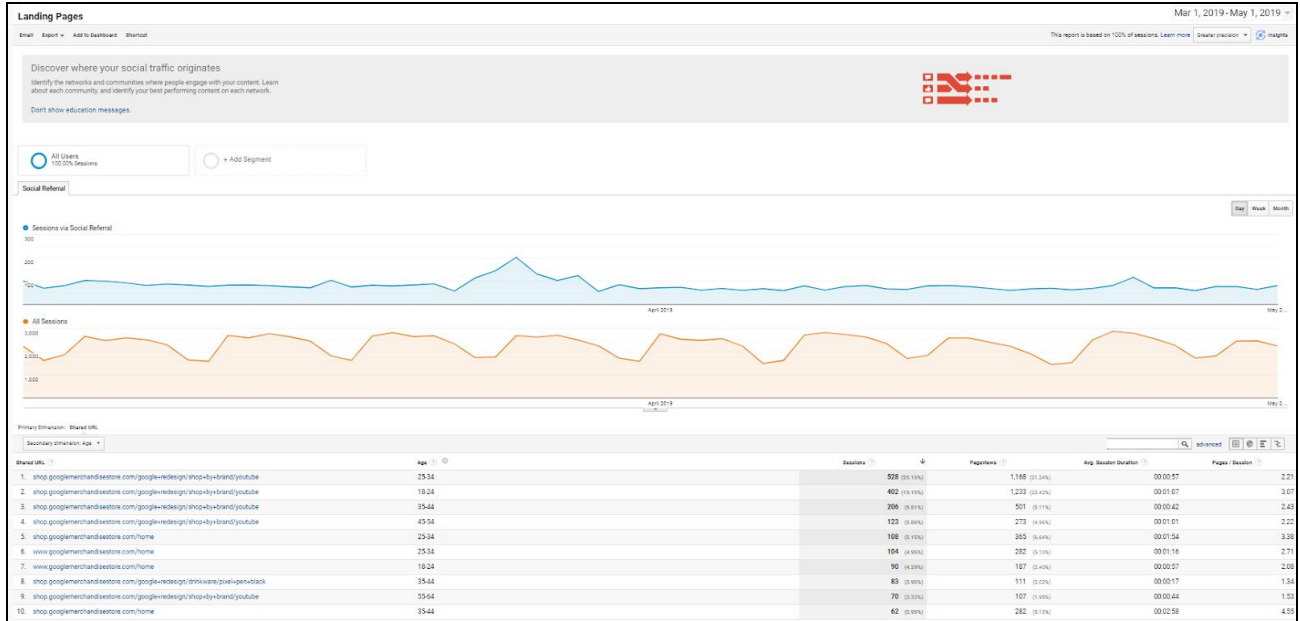
## D. Social

1. Network referrals: Here it can be seen that Youtube, FaceBook, and even a forum like Google Groups are the top social networks in this segment. Mobile devices being the preferred method of access because of its easy app interface and usability. Staying on top of site and app configurations is

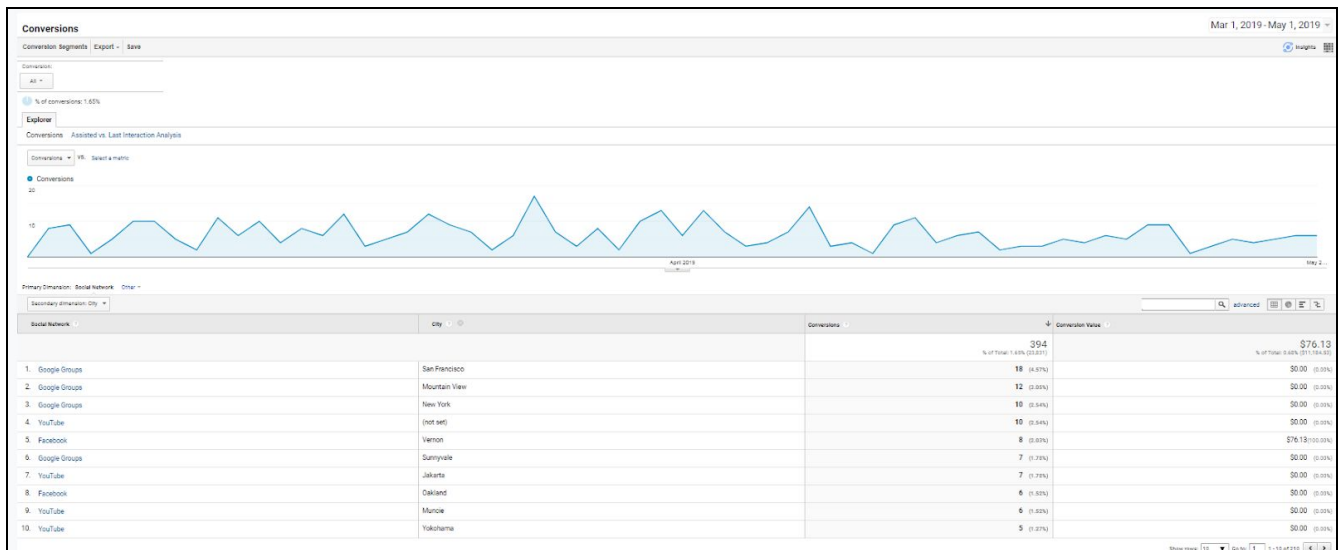
key so that customers are continuously using the site and gaining access to products and services. ↴



2. Landing pages: Within landing pages, it is interesting to see the most talked about items of a store among social media and then go deeper exploring and see who exactly are performing these actions. The age gap seems to be between 18-44 on youtube related links. This is pretty accurate because this is the age group that still utilizes social media as ways of communication and finding more information about their desired products and services. ↴

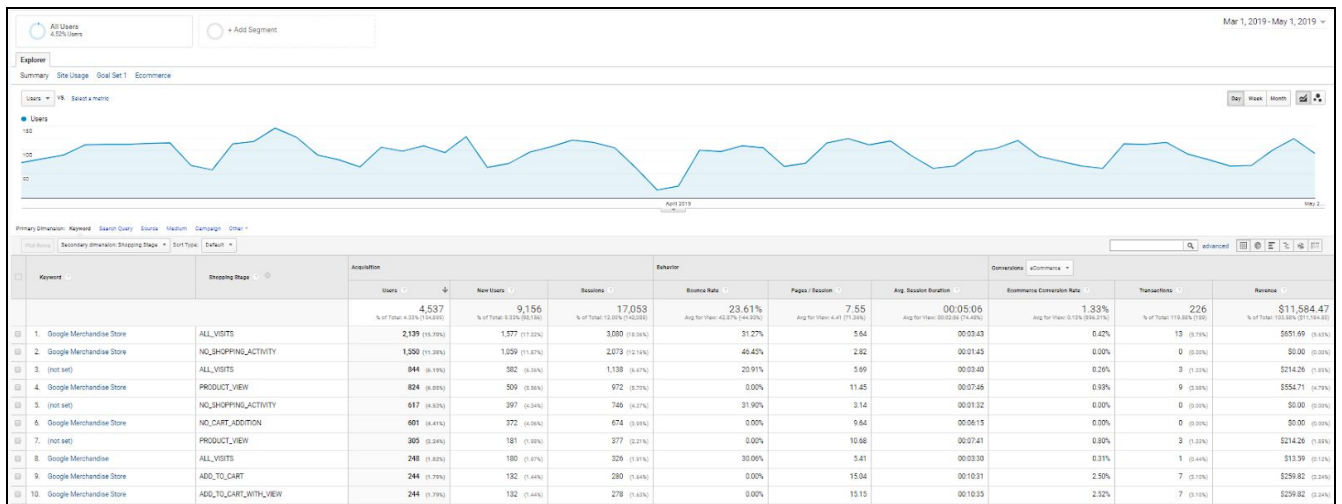


3. Conversions: Conversions are useful when linking them to different demographics to learn more about the customers. Using city, you can see that a number of these social interactions take place in New York, San Francisco, and Mountain View. This is also useful in terms of gaining a read for future advertising concepts outside of the web and in more foot traffic areas worldwide. ↴

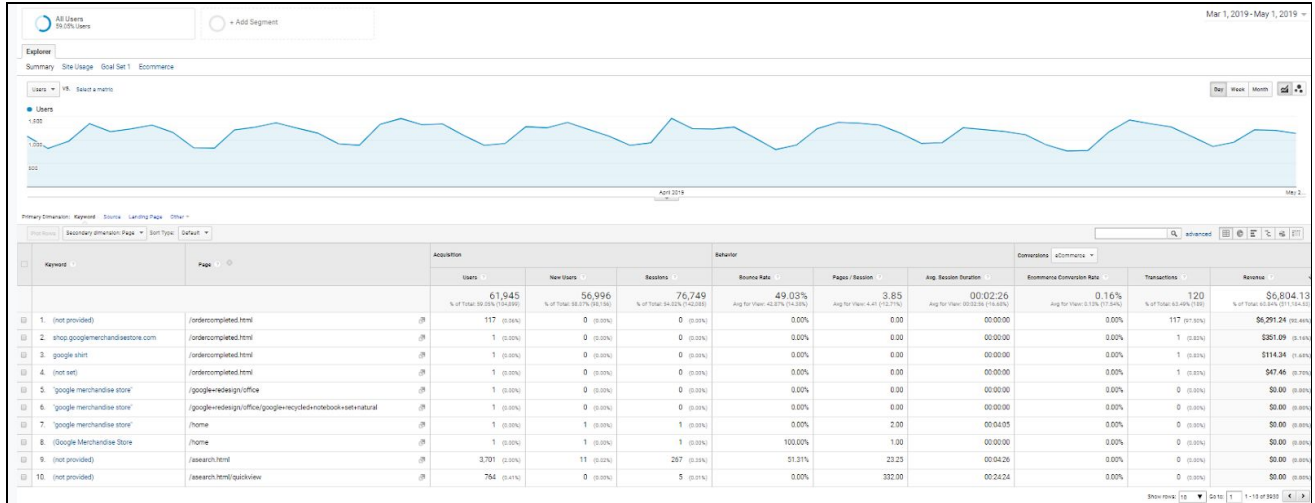


## E. Campaigns

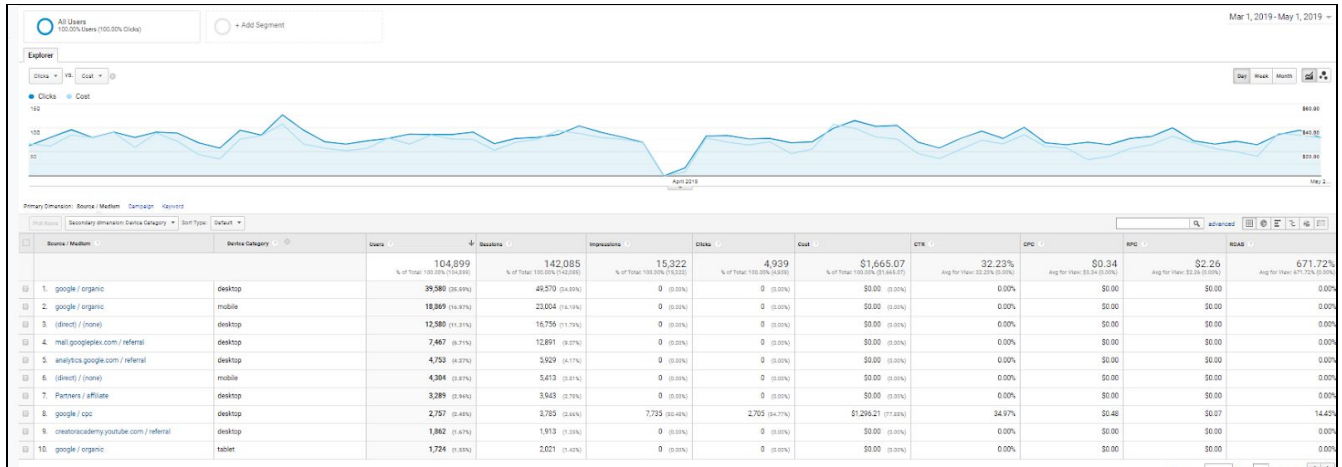
1. Paid keywords: In terms of paid keywords, you can look at the amount of revenue generated from the paid searches and then compare them to the consumer's shopping stage. You can see that there is a variation of customers adding items to their carts but not buying just yet or some who are just browsing through the site. The duration of time on the site is short-lived so this needs to be adjusted in order to give customers an all around experience for online shopping (offerings, emails, etc). ↴



2. Organic keywords: Using page, you can see where these keywords have lead customers during their search. You can see not just what they are looking for but also see if they were successful in their search with a purchase or just a quickview. In this case, some customers made purchases after searching up some keyword paid search terms like google merchandise store. ↴



3. Cost analysis: For cost analysis, looking at the devices as part of the segmentation is useful because I am able to see what devices are used the most to completed orders and use the websites. As you can see, the desktop is used often because of the bigger screen and easier access in terms of entering payment information of a much bigger and clearer resolution. This is also helpful in figuring out where to place advertisement (mobile or side pages via a desktop view). You are able to see what is making good impressions and what is not. So in this case CPCs are making the overall impression within google derived sources. ↴

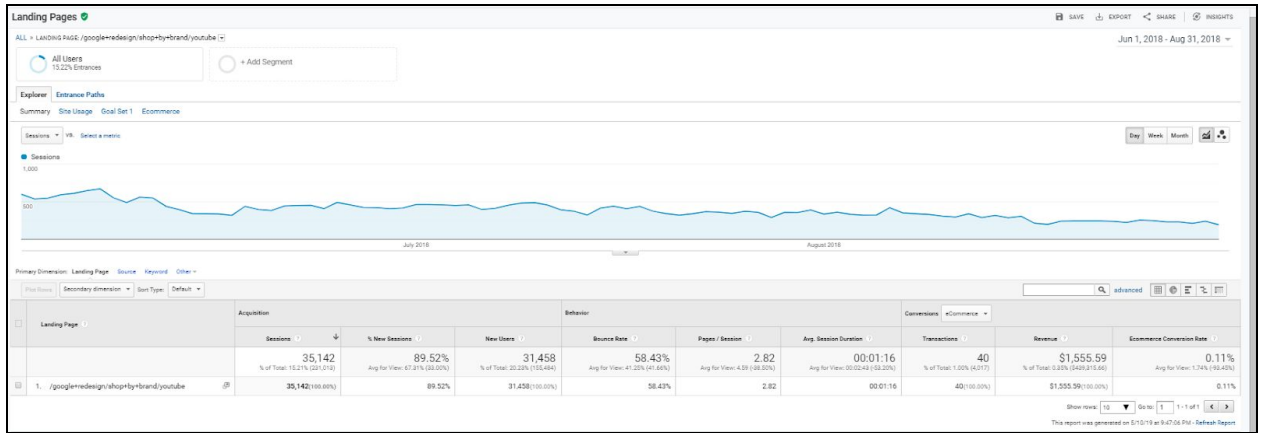
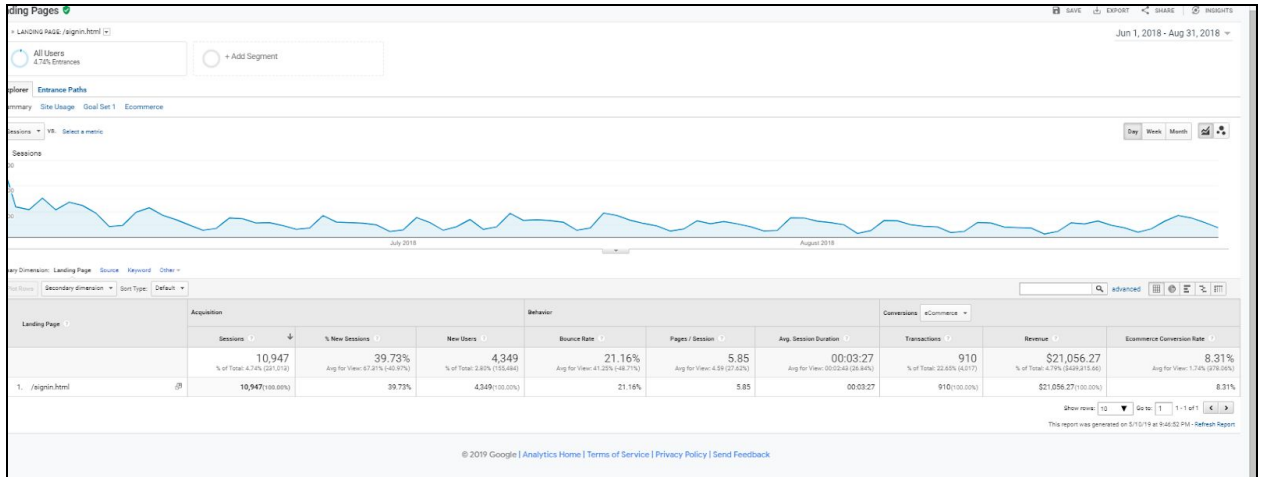
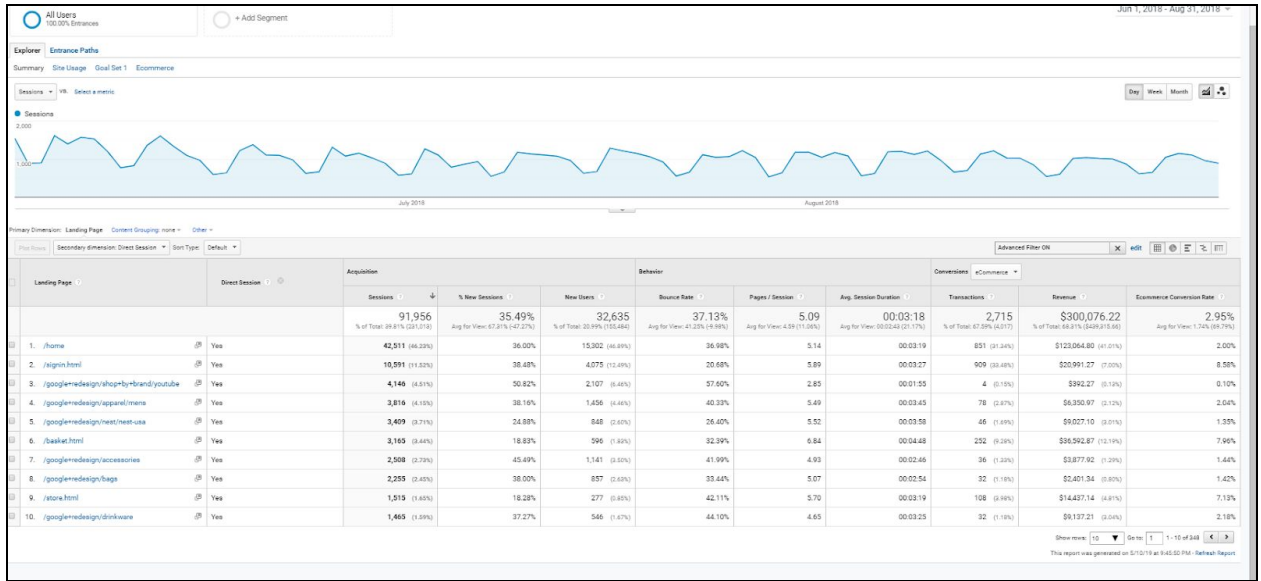


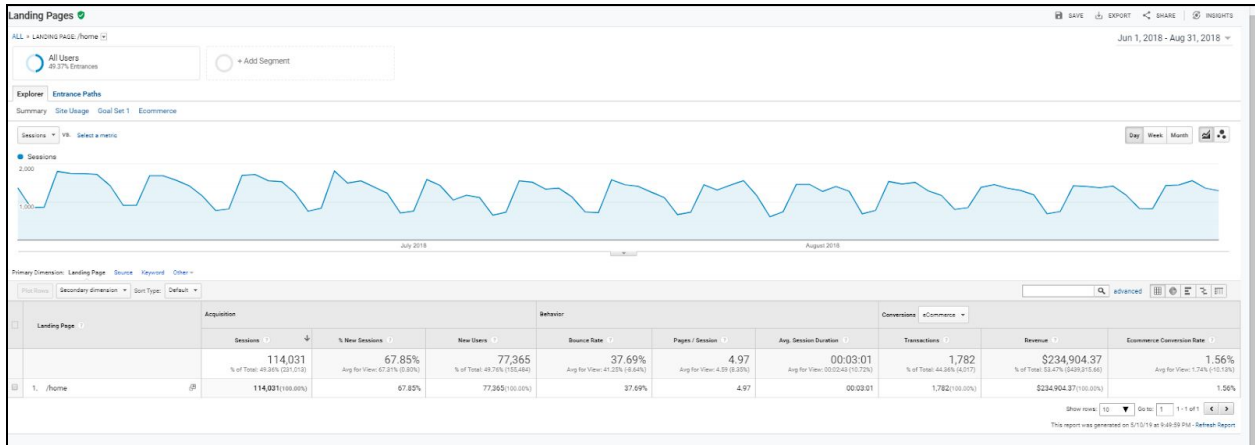
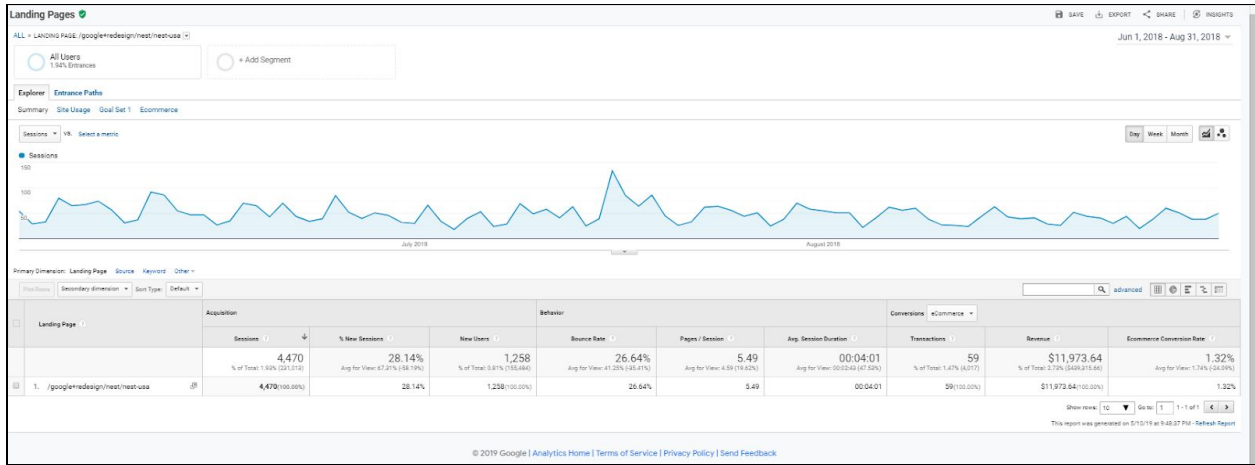
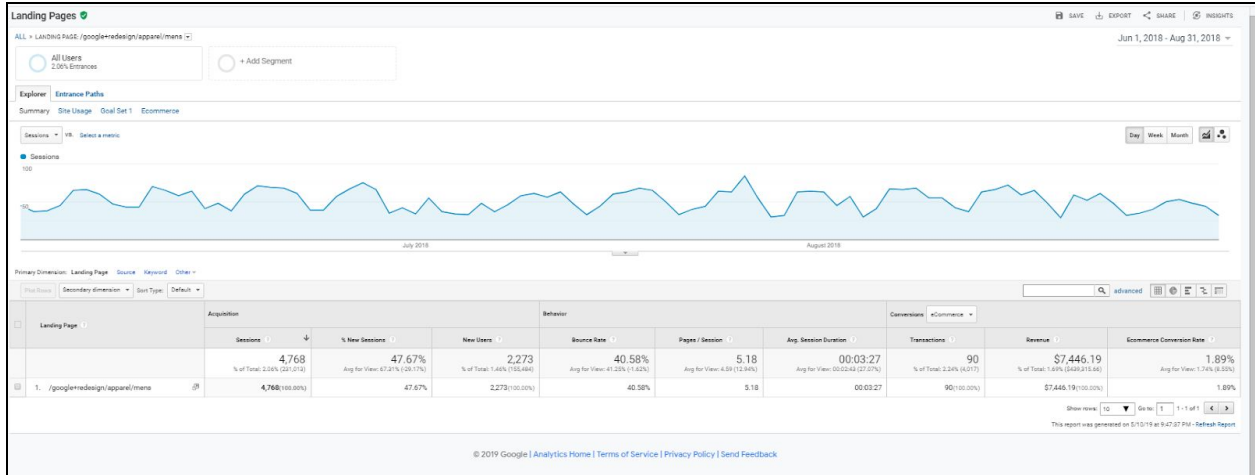
### III. Behavior (September 1, 2018 - December 31, 2018)

#### A. Site Content – Landing Pages and Exit Pages

1. Landing Pages: With the advance filter set for YES in terms of a session being direct, I can see that there are a number of users who directly head to the site and this resulted in a good amount of revenue (\$300K+). There is still a decent percentage of bounce rate users but there is much activity going on throughout the store. The conversion rate is almost at 10% for many of the groups of users. The pages consist of accessories and clothing which is a main item on the site for users to access. ↴

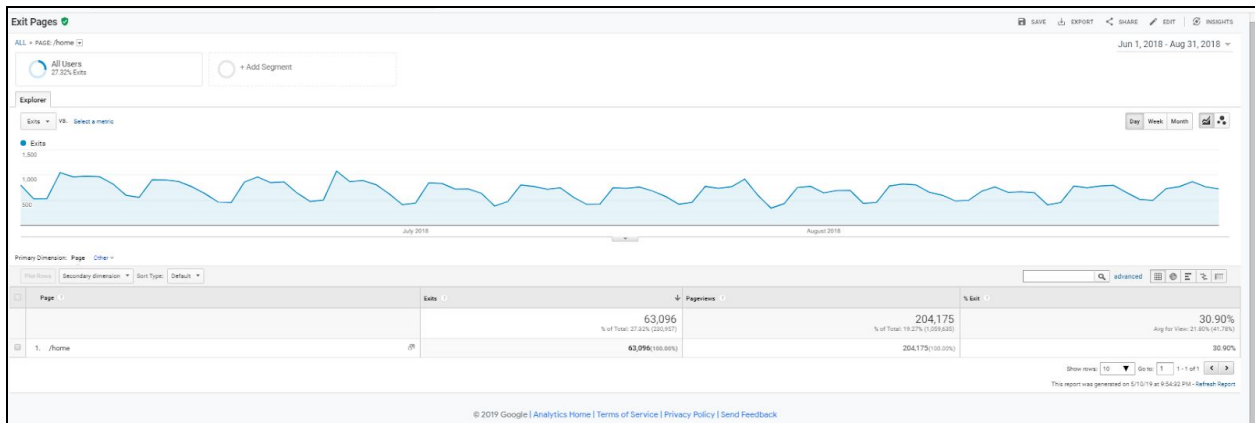
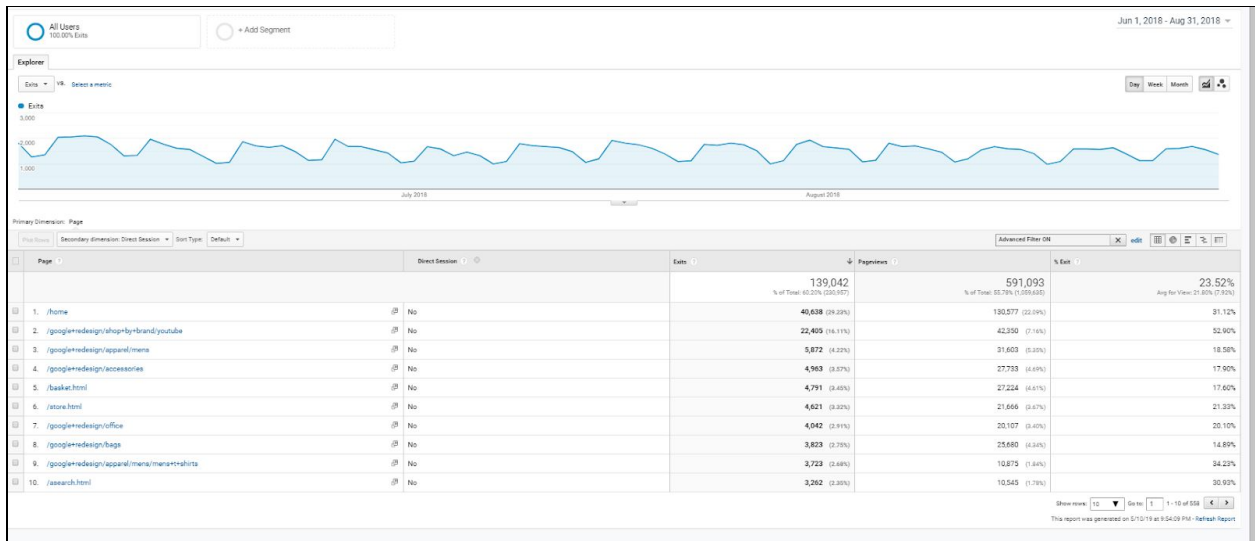


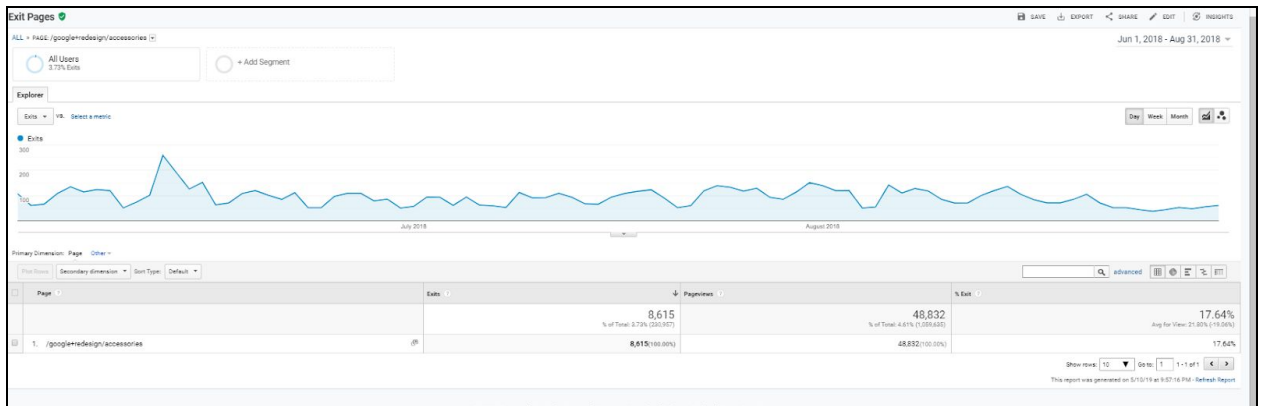
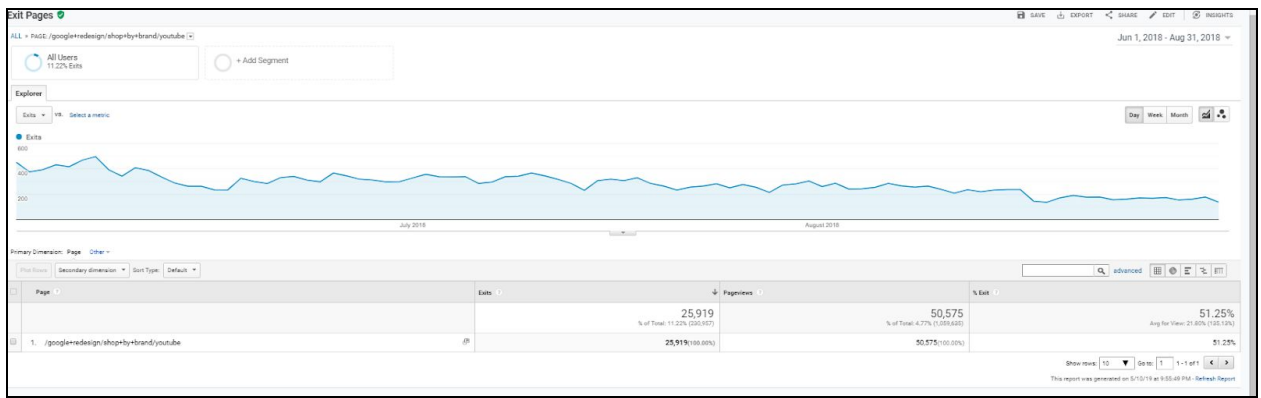
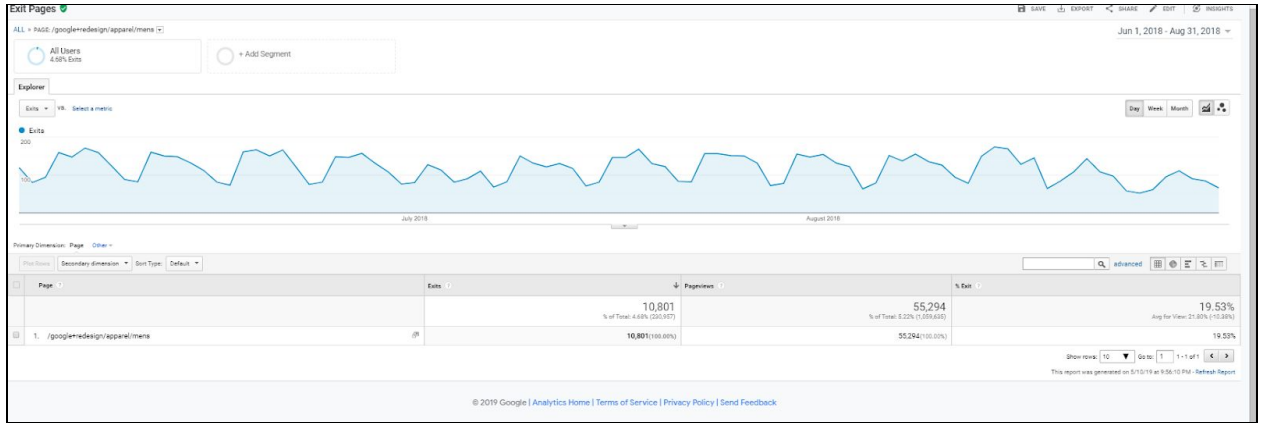


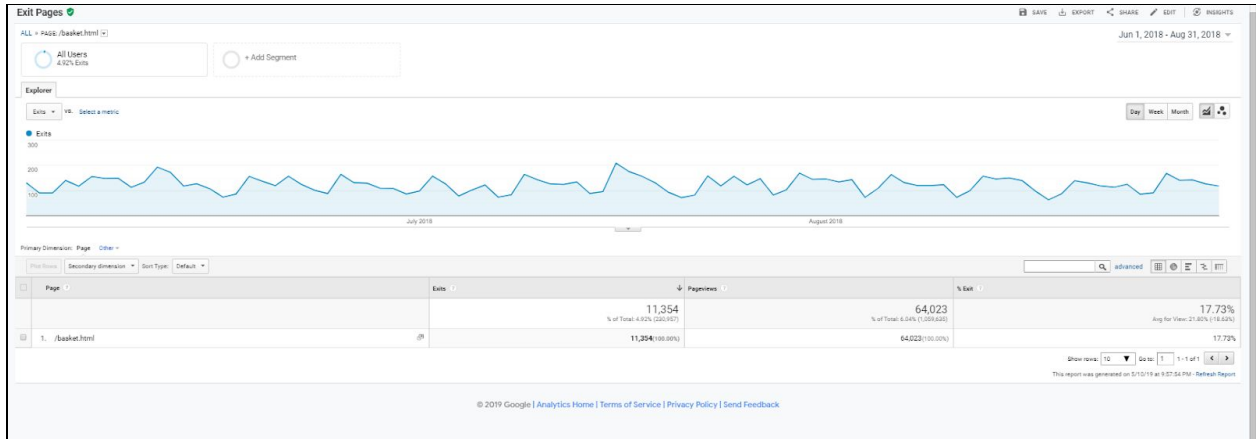


2. Exit Pages: With the advance filter set for NO in terms of a session being direct, many of the users are still searching for items on the google merch

store even if it was not directly placed in the search but rather from another source (ad or paid search). This shows that there's potential of new users to increase due to the fact that there's interest in mes clothing and youtube related items which works well with sponsorships through creators. ↴

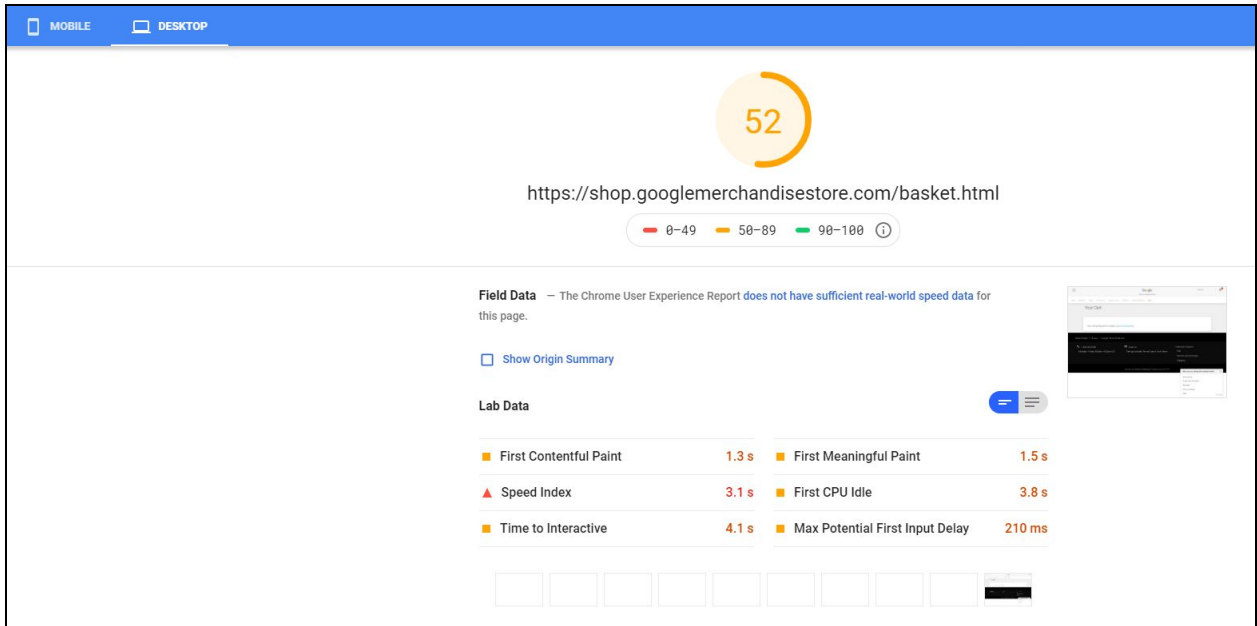
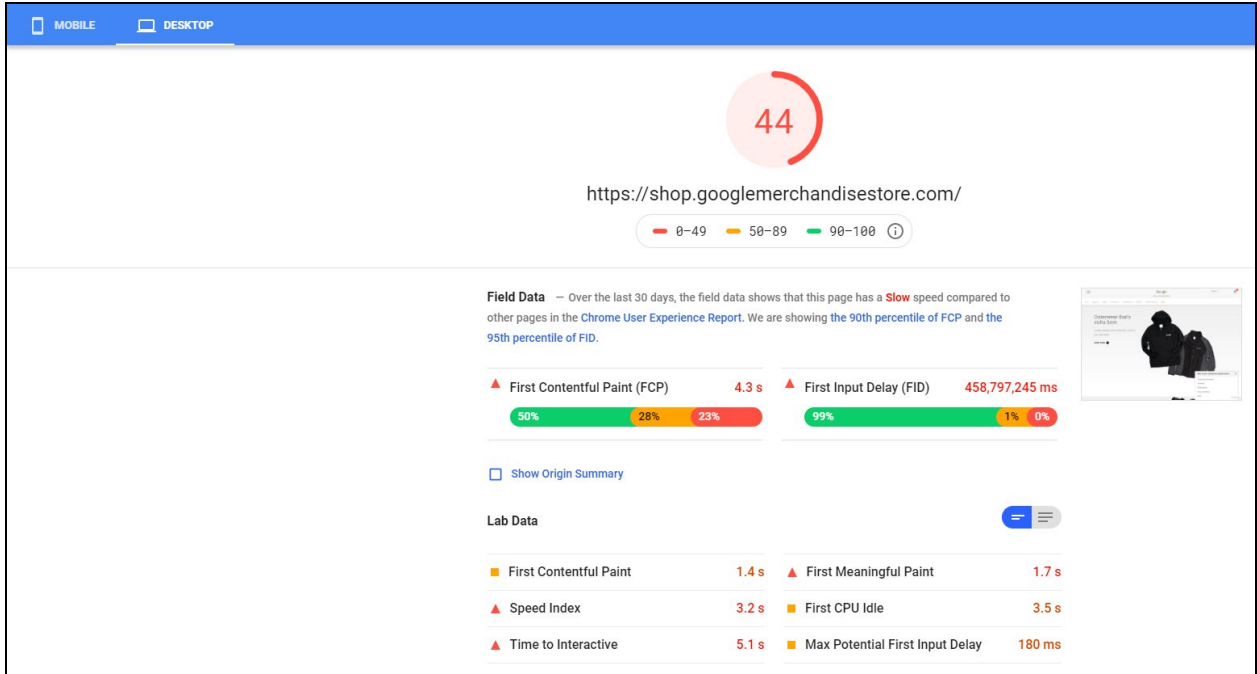






## B. Site Speed – Speed suggestions

1. To sum up the following shots below and in relations to the top 5 as a whole which were displaying similar content, speed suggestions was able help find how certain pages are performing from idle page interactions to providing different optimizations tips for the site to perform better for customers. From the images, you can see that the pages have a large amount of pay inactivity and delayed actions from consumers so in order to combat this, it is recommended to clear some unwanted data in order to contribute to opportunity savings. ↴




**Field Data** – The Chrome User Experience Report does not have sufficient real-world speed data for this page.

Show Origin Summary

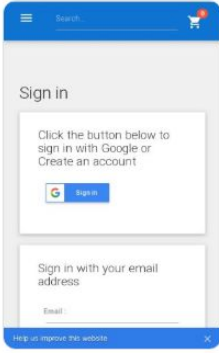
**Lab Data**

▲ First Contentful Paint	6.7 s	▲ First Meaningful Paint	8.2 s
▲ Speed Index	7.9 s	▲ First CPU Idle	17.4 s
▲ Time to Interactive	18.1 s	▲ Max Potential First Input Delay	720 ms



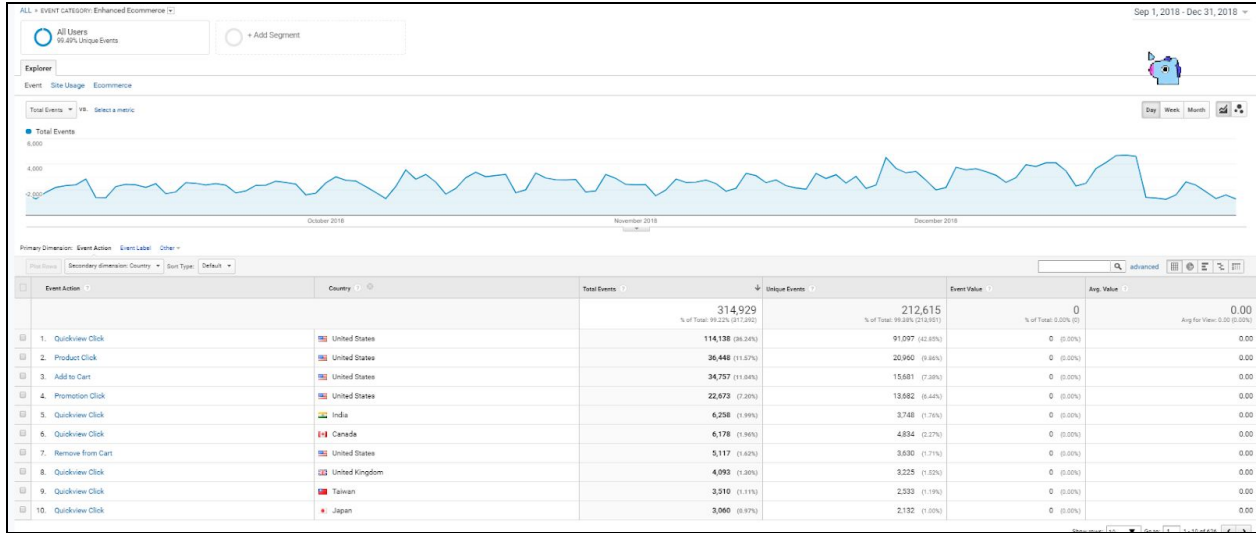
**Opportunities** – These optimizations can speed up your page load.

Opportunity	Estimated Savings
▲ Eliminate render-blocking resources	5.6 s
▲ Remove unused CSS	1.45 s
■ Minify JavaScript	0.33 s
■ Enable text compression	0.27 s

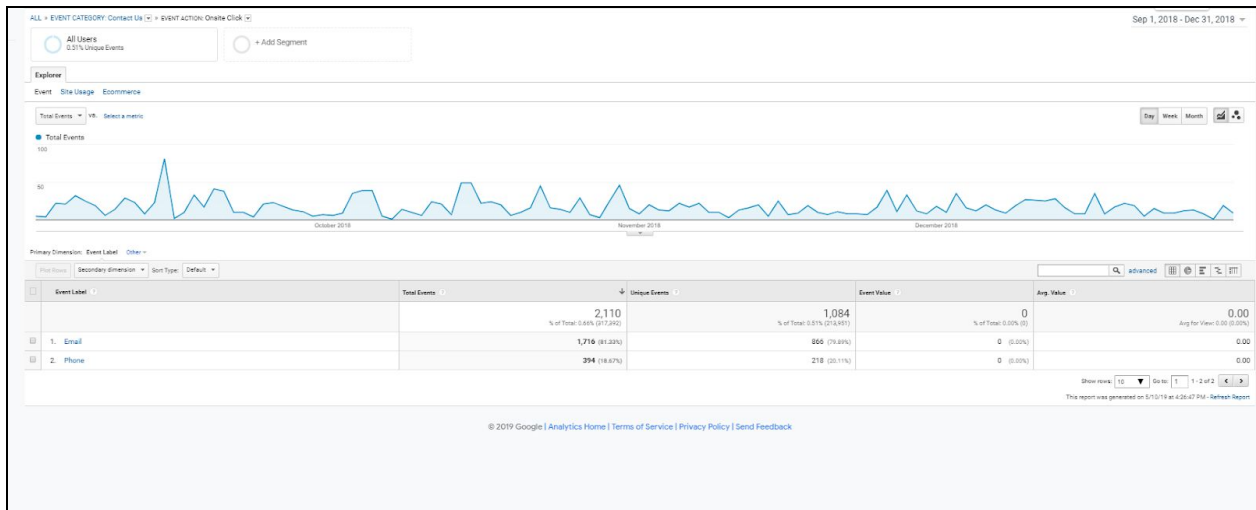


## C. Events – Top Events

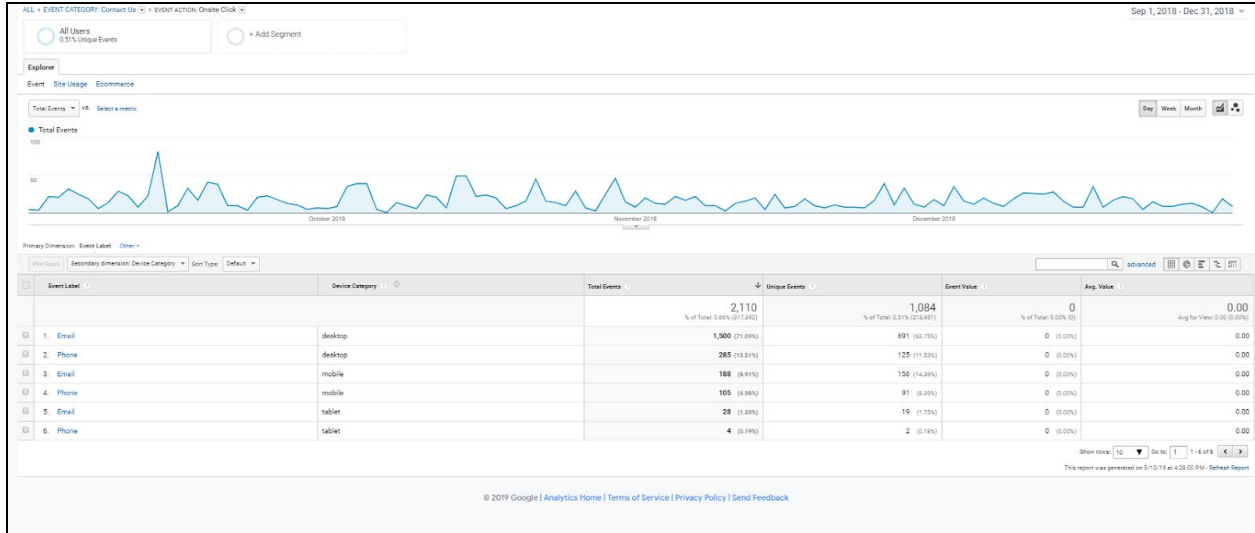
1. Enhanced Commerce: The US and India are the dominating countries. The total value of unique events are at 212,000 in relation to the 314,000 of its total. As you can see there was only one add to cart action compared to many quickviews. The amount of sessions that are there are pretty average considered there is a mixture of international countries interacting with the site. ↴



2. Contact Us: Email is the best way customers prefer to utilize the contact feature on the site. Desktop dominating the device used for this action. ↴







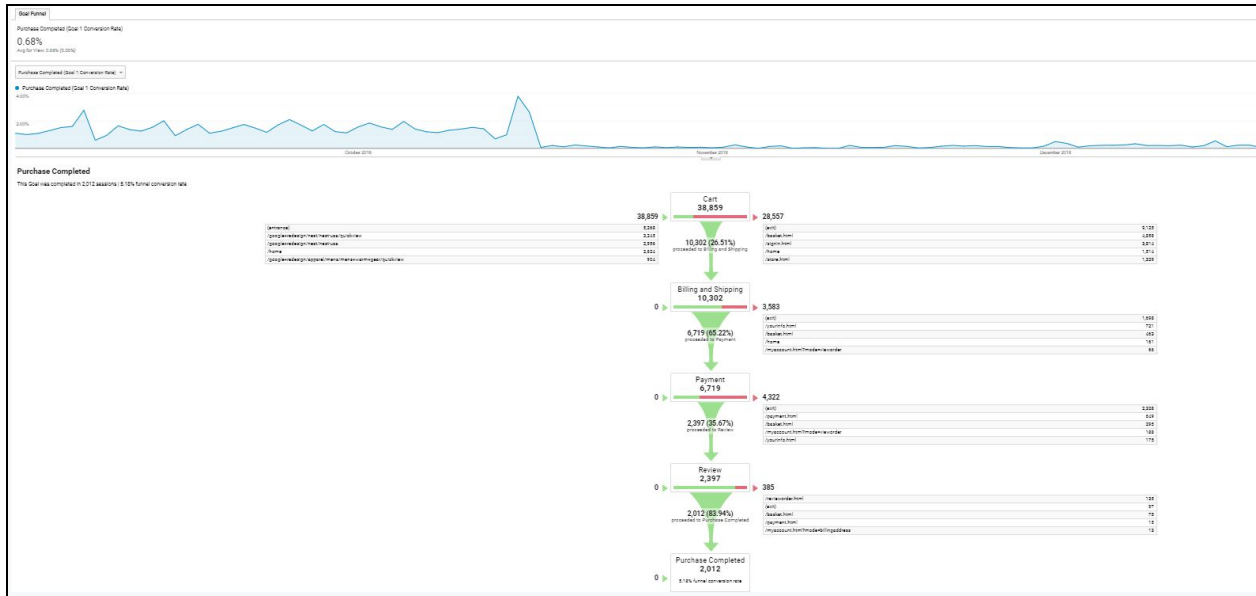
#### IV. Conversions (September 1, 2018 - December 31, 2018)

##### A. Goals – Reverse Goal Path and Funnel Visualization

###### 1. Reverse Goal Path: ↴

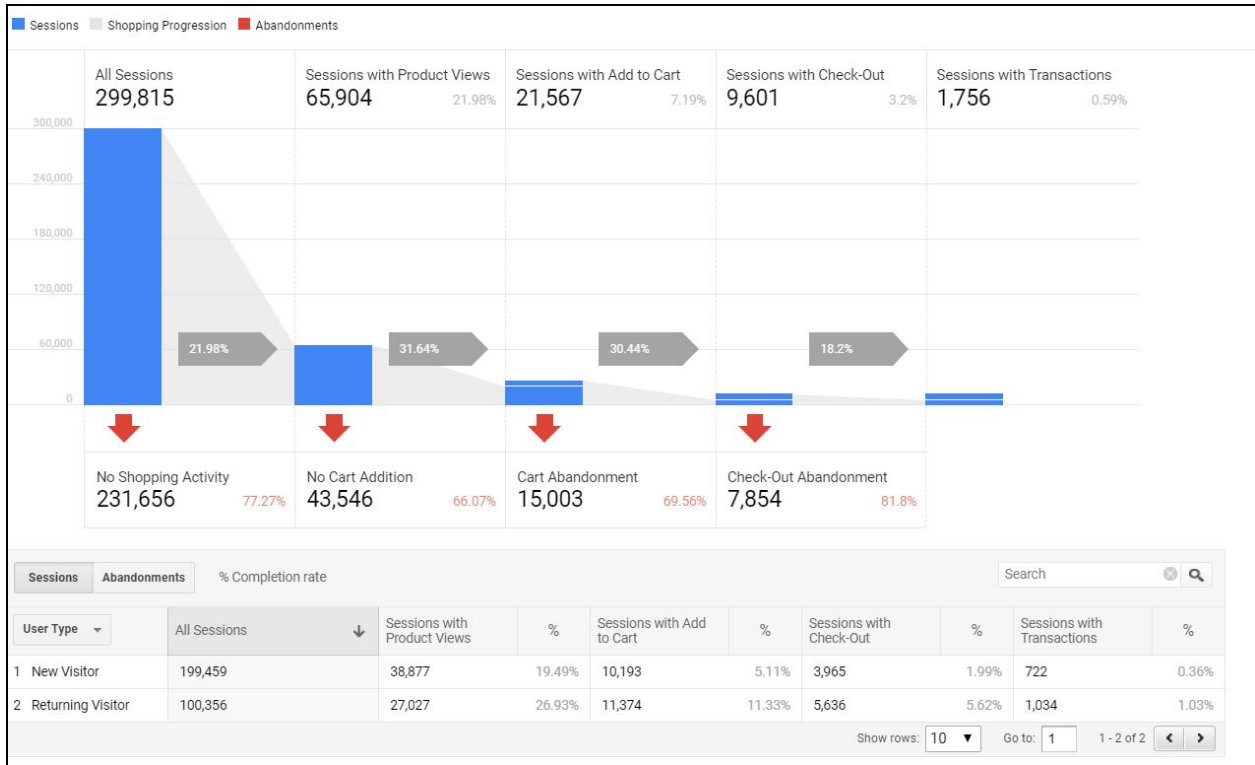
Goal Completion Location	Goal Previous Step - 1	Goal Previous Step - 2	Goal Previous Step - 3	Goal Completions
1. /yourinfo.html	/basket.html	/store.html	/registersuccess.html	1,265 (1.84%)
2. /ordercompleted.html	/revieworder.html	/payment.html	/yourinfo.html	1,211 (1.76%)
3. /ordercompleted.html	/ordercompleted.html	/revieworder.html	/payment.html	817 (1.19%)
4. /ordercompleted.html	/revieworder.html	/payment.html	/payment.html	603 (0.88%)
5. /yourinfo.html	/basket.html	/signin.html	/basket.html	539 (0.78%)
6. /yourinfo.html	/basket.html	/google+redesign/nest/nest-usa/quickview	/google+redesign/nest/nest-usa	481 (0.70%)
7. /registersuccess.html	/signin.html	/home	(entrance)	464 (0.67%)
8. /yourinfo.html	/basket.html	/basket.html	/basket.html	417 (0.61%)
9. /registersuccess.html	/signin.html	/signin.html	/signin.html	345 (0.50%)
10. /registersuccess.html	/signin.html	(entrance)	(not set)	326 (0.47%)

2. Funnel Visualization: The data below shows that goal completion was at its peak in October but then dropped off. It is clear here that the number of customers that get to the checkout phase entirely is lower than those who do not finish. ↴

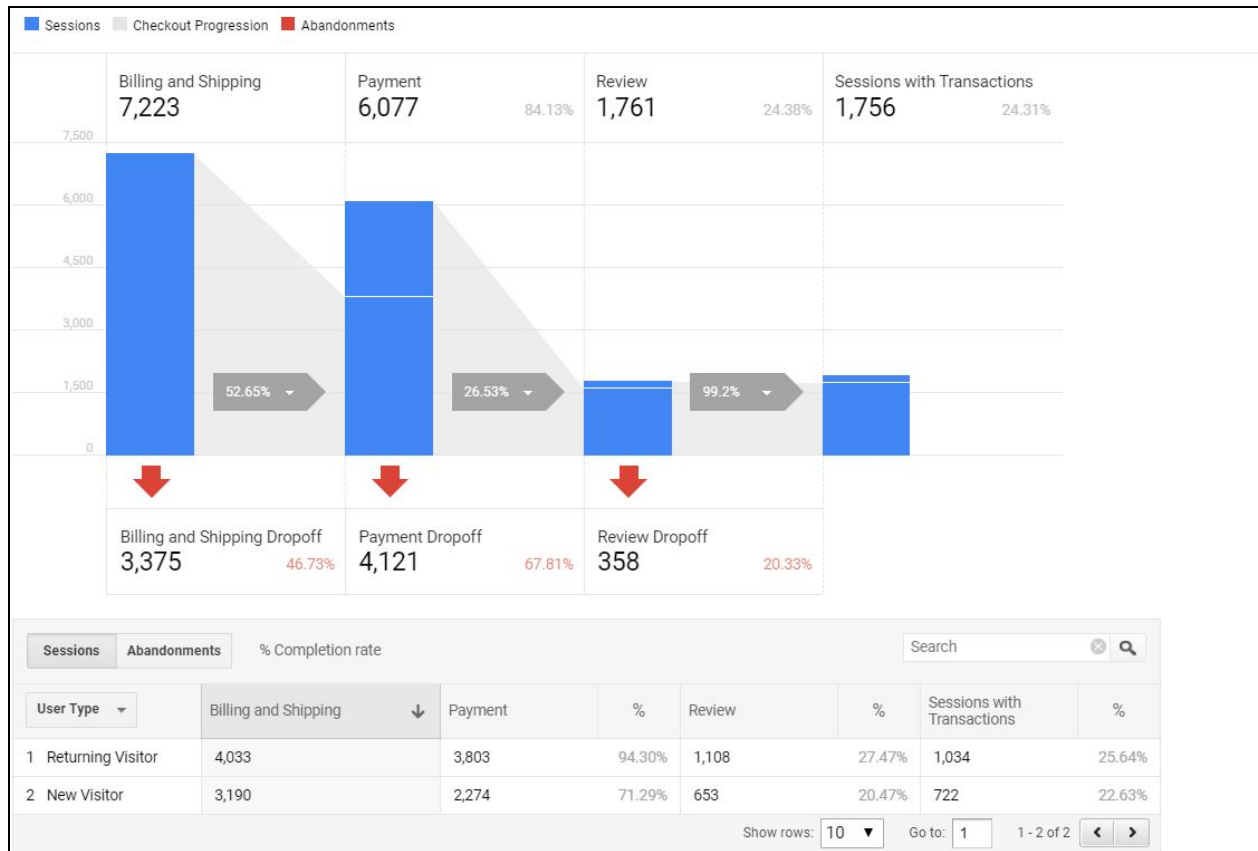


## B. Ecommerce – Shopping Behavior and Checkout Behavior

1. Shopping Behavior: The data shows that many customers are checking out and completing transaction but there are still many cart and order abandonments. In addition to this, there is a very high number of no shopping activity with is not good because then here is not site engagement or purchases being made. There are also a high number of new visitors compared to returning customers, but the number of positive interactions are still low. ↴

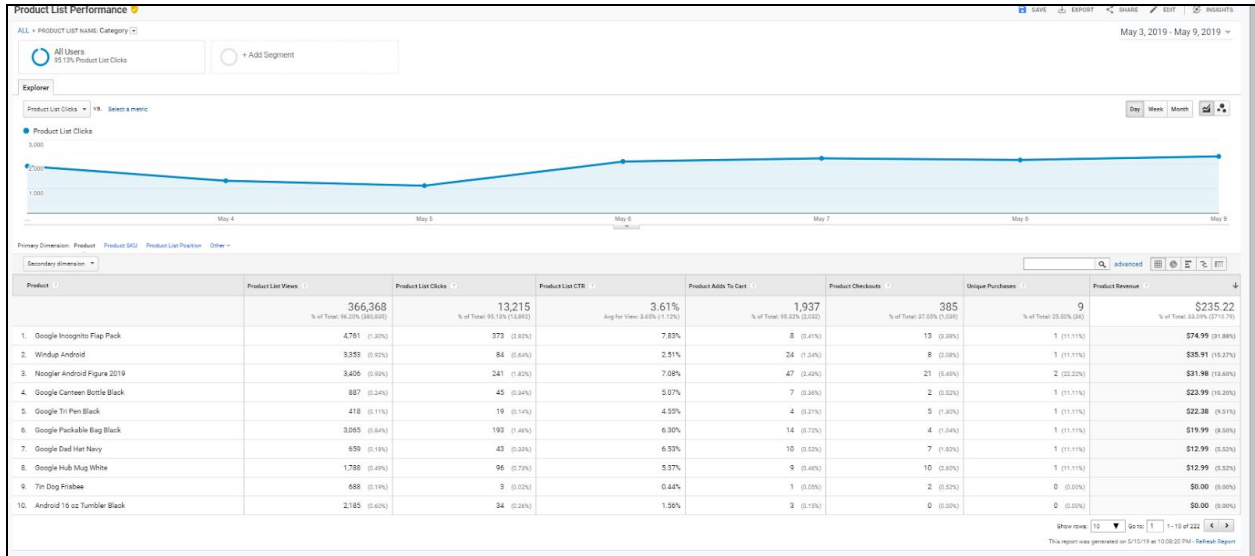


2. Checkout Behavior: The image below suggests that there is a lower number of new visitors. There are order processes being placed but some many aren't completed and less transactions. This could be because of lack in product advertisements or low product interest overall. ↴



**C. Ecommerce – Product list performance (Default Date Range of May 3, 2019 - May ..., 2019)**

1. Product List Name: Here you can see that many of the Google products are being sold but pet and android related products are not popular. This could be because of the lack of interest, advertisement, or simply because it is not a popular item right now because of the time frame. These items seem to be ones that are searched for intentionally and only users who are aware of the product buy them. ↴



2. Product List Production: Setting the advanced filter to 100 (sales - add to cart), I wanted to see if there was a trend going on among these sets of items. Many of the product views are pretty high so this could be because of advertisements made that users are clicking on, and then go on to check out the product or through secondary sites like Youtube where users are derived from. Being that the number of add to carts are that high, it could be that the item did interests the users, but not enough to buy but to just browse about the content of the item. ↴

Product List Performance

save export share edit insights

ALL + PRODUCT LIST NAME: Category

May 3, 2019 - May 9, 2019

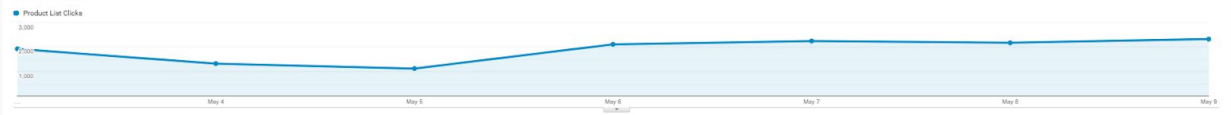
All Users 93.12% Product List Clicks + Add Segment

Explorer

Search constraints on metrics can not be applied to this graph.

Product List Clicks Select a metric

Day Week Month



Primary Dimension: Product Product SKU Product List Position Other

Product List Position	Product List Views	Product List Clicks	Product List CTR	Product Adds To Cart	Product Checkouts	Unique Purchases	Product Revenue
	224,285 % of Total: 86.8% (455,005)	12,141 % of Total: 87.40% (14,802)	3.61% Avg for View: 2.01% (1.72%)	1,579 % of Total: 77.71% (2,022)	309 % of Total: 26.74% (1,039)	5 % of Total: 13.89% (39)	\$105.87 % of Total: 14.89% (171.75)
1. 1	32,619 (14.54%)	428 (3.53%)	1.31%	198 (12.34%)	40 (12.94%)	3 (60.00%)	\$68.89 (65.87%)
2. 4	32,555 (14.52%)	246 (0.76%)	0.76%	119 (7.54%)	32 (10.36%)	1 (20.00%)	\$23.99 (23.64%)
3. 9	29,980 (13.19%)	252 (0.84%)	0.86%	117 (7.41%)	45 (14.36%)	1 (20.00%)	\$12.99 (12.27%)
4. (not set)	0 (0.00%)	9,851 (81.22%)	0.00%	597 (37.81%)	83 (26.86%)	0 (0.00%)	\$0.00 (0.00%)
5. 2	32,572 (14.52%)	349 (0.87%)	1.07%	188 (11.91%)	34 (11.03%)	0 (0.00%)	\$0.00 (0.00%)
6. 3	32,563 (14.52%)	398 (0.98%)	1.22%	120 (7.40%)	28 (9.04%)	0 (0.00%)	\$0.00 (0.00%)
7. 5	32,523 (14.50%)	256 (0.79%)	0.79%	134 (7.83%)	16 (5.18%)	0 (0.00%)	\$0.00 (0.00%)
8. 7	32,673 (14.56%)	351 (0.89%)	1.09%	116 (7.26%)	31 (10.04%)	0 (0.00%)	\$0.00 (0.00%)

Show rows 10 Date: 1 - 8 of 8 This report was generated on 5/10/19 at 10:12:18 PM - Refresh Report