Forecasting with pre-release search traffic profiles

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Clustering for new product forecasting

Applications

- Model parameter clustering (Goodwin et al. 2013, Bayus, 1993)
- Time series shape clustering (Basallo-Triana et al. 2017)
- Product features clustering (Hu et al. 2018, Baardman et al. 2017)
- Functional clustering (Sood et al. 2009)

For pre-launch forecasting additional information needed, i.e. expert judgment

- Judgmental bias (Belvedere & Goodwin, 2017; Tyebjee, 1987)
- Consumer preferences change during pre-launch phase (Meeran et al. 2017)

Forecasting with pre-launch buzz

- The literature reports positive findings when using online buzz for pre-launch forecasting (e.g. Kim and Hanssens 2017; Xiong & Bharadwaj 2014; Kulkarni et al. 2012)
 - Predominately regression type models

Why clustering?

- Restricting into clusters increases homogeneity
- More robust to rely on cluster profile means rather individual forecasts?
- Regression based models are not readily applicable to obtain competitor product forecasts

Suggested approach



Empirical evaluation

Dataset

- Global physical video game sales of 240 popular video games from VGChartz
- IGN Score and MetaCritic information
- Weekly Google Trends data with game title as keyword

Split data into training and test set (70% / 30%)

Objective is to assess the performance of cluster profiles for predicting the opening week and total life-cycle sales.

Obtaining cluster profiles

Features

- Product characteristics (publisher, genre, no. release, month)
- Sales information (actuals and time for life-cycle stages, Gompertz model parameters)
- Pre-release search (sum of search as soon signal is available, trend line, bass model parameters)

Estimation

- Mixed-data converted into binaries using Euclidean distances (and weighted product features)
- Various clustering algorithms including k-means, k-medoids, hierarchies and hyperplane cutting

k-means cluster solution



Some insights on cluster profiles (k-means)

	Cluster 1 $(n = 30)$	Cluster 2 $(n = 32)$	Cluster 3 $(n = 12)$	Cluster 4 $(n = 3)$	Cluster 5 $(n = 91)$
log(First week sales) log(Total Sales)	$\frac{11.370}{13.674}$	$12.016 \\ 14.087$	$\frac{15.358}{16.453}$	$16.326 \\ 17.036$	$12.787 \\ 14.568$

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Weeks until sales 25% Weeks until sales 95%	$4.000 \\ 44.500$	$3.000 \\ 34.500$	$\begin{array}{c} 1.000\\ 19.000 \end{array}$	$1.000 \\ 14.000$	$2.000 \\ 24.000$

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IGN Score	7.975	7.917	8.779	8.000	8.250

Classification task

Random Forest to learn search traffic and product features against the obtained cluster solutions

Forecast exercise

- Benchmark against regression based Random Forest (same inputs on opening week and total life-cycle sales)
- Compare the MAE against the mean cluster profile

Forecasting process



Overall forecasting performance

Relative Mean Absolute Error of clustering over regression

	k-means	k-medoids	Hierarchical	Hyperplanes
First week sales Total life-cycle sales	1.141 0.768	$\begin{array}{r} 1.178 \\ \hline 0.890 \end{array}$	0.896 1.750	$ 1.709 \\ 1.210 $

Number of clusters, k = 5

All cluster inputs without diffusion model parameters

Conclusion

Modelling implications

- Extending the new product clustering literature by considering pre-launch search profiles.
- Outperforms more common regression based approach

Managerial implications

- More intuitive view on the drivers of the cluster profiles
- With known clusters any new product can be assessed, also those of our competitors

Next steps

Optimise the clustering via cross-validation for

- selecting the best clustering algorithm;
- find optimal number of clusters;
- obtain distance metric settings.
 → to improve the opening week performance

Forecasting competitor success only training clusters with company internal sales information

Assess different lead times of Google Trends

Thank you!

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Appendix: cluster profile of sales

