

The Blaze

Al in the Micro Loan Industry



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Micro-loan provision is a strategy to primarily retain customers and also to create an additional revenue stream

Static user data

Primary Survey

of the respondents experience shortage of funds in e-

Average Monthly Spend of Each

customer * 12 *Lending

Opportunity Factor of Segment * Number of Customers in segment

*1 INR = 0.013 USD as of

10/12/2021 08:30 A.M.

of those respondents are willing to opt for a e-wallet app with a

8.23 Billion USD

Relevant variables used to perform logistic regression analysis with

modified manual and situational weightage assigned to each variable.

Coefficients of model with 72.1% McFadden R squared value used to

predict test data values with 82% accuracy.

wallets and switch to other payment modes

Total Addressable Market =

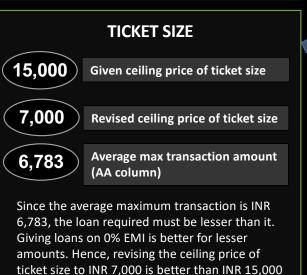
Total Addresable Market

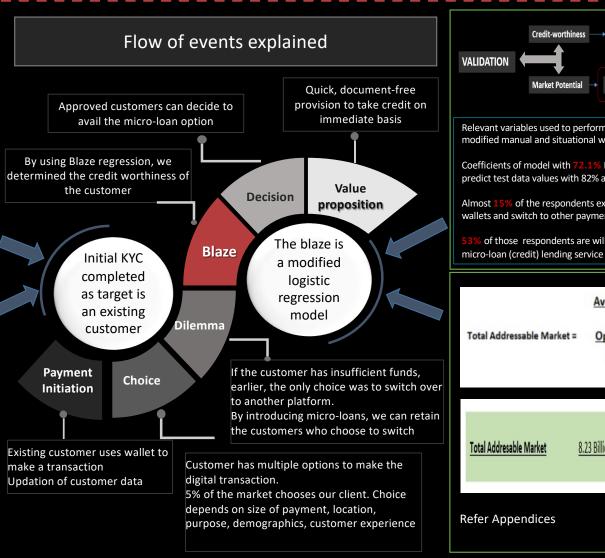
VALIDATION

♣ Blaze regression

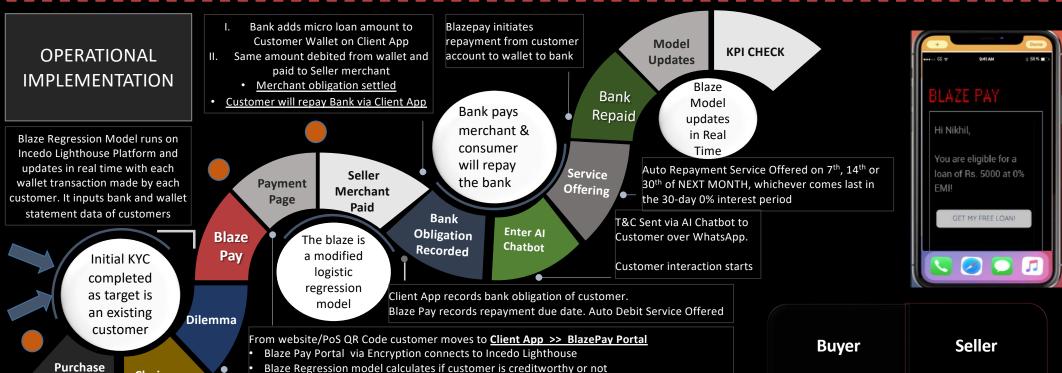
Analysis and inferences

Terms and Conditions 0% interest EMI till 14 days. No additional documentation. KYC done while registering customer Sign digital contract online to generate loan number Maximum ticket size: INR 7,000 Maximum credit limit: INR 21,000 Improve credit score and convertibility to EMI payment





Micro-loan provision is a strategy to retain and satisfy an existing customer to profit from increased retention.



Existing customer makes a purchase at website/PoS:

Initiation

Choice

- If at a shopping website:
 Gets Directed to the
 Payment Page
- If at a PoS Shop:
 Customer scans QR code
 and pays via an app
- If the customer has insufficient funds, earlier, the only choice was to switch over to another platform

Existing Incedo AT Tech leveraged to calculate Approved Loan Amount

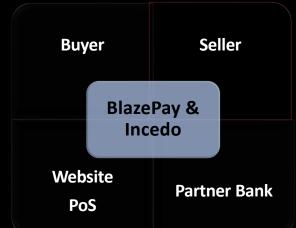
Maximum Loan Amount approved shown to customer along with Terms and Conditions

Customer clicks "I Agree" and payment initiated. Bank server connection established

• By introducing instant 0% 30 days micro-loans, we can retain the customers who used to switch earlier

Customer has multiple options to make that digital transaction :-

- 5% of the market chooses our client. Choice depends on payment size, purpose, demographics.
- Payment Options include UPI / Credit or Debit Card / Net Banking / CoD / BLAZE_PAY
- BLAZE PAY Value Proposition :



Success metric is the retention of customers after implementation of Blaze (Al Incedo) Business Model



Strategic Partnership with leading Banks and NBFC for customer transactional data & history and extending micro-loans



Strategic Partnership with merchants in the target cities for marketing expansion and sponsoring incentivization activities



Integrating social media apps with Blaze AI Chatbot for operational advantage & Boosting Social Media influence.

Competitors	Key Offering	Туре	Market share	
Google Pay	UPI	Passive	34%	
Paytm	Wallet + UPI	Passive	15%	
PhonePe	Wallet + UPI	Passive	45%	
Simpl	Cyclical credit	Active	Startup	
Lazypay	services and no "Micro-loan" service	Active	Startup	
BLAZE 📥	Micro-Loan lending with an elaborate risk assessment and AI/ML leveraging	Convenience Hig Low	(X) and Accuracy (Y)	

Positioning

- Insufficient funds?
- Bank server down?
- Pay later at your convenience?
- Increase CIBIL Score?

Why pay NOW from anywhere, when you can pay LATER?



NO MONEY, NO WORRY

Quick, 0% interest, document-free microloan lending solution for immediate needs.

Al Chatbot integrated with social media partner



Problem: Loan repayment apps have a negative user perception which leads to reduced user screen time and user reach.

Solution: Strategic partnership with social messaging apps (WhatsApp business) to increase screen time and visibility during loan repayment. Convenience for users and greater marketing potential and reach for us.

Problem: Conventional terms and conditions documentation.



Solution: Interactive T&C on social messaging apps to increase transparency and allow users to pinpoint their queries.

Increased customer satisfaction and extracting information about the T&C with highest traffic and queries to improve AI formulated solutions

Problem: Convenience fee CANNOT be levied on customer for our micro-loan service as it will cause users to shift to alternate mode of digital payments instead of acting as a revenue stream

Loan taken on 1st Nov If the user re-pays within 15 days, he is rewarded with discounts from partnered merchants

P1 : Loan repayment on 15th Nov

INCENTIVIED REPAYMENT

P2: Loan repayment on 30th Nov



Initially targeting Tier-1 cities as:

- Early adopters for innovative fin-tech solutions
- Higher frequency of digital transactions

EXECUTION ROADMAP

Long Term Growth Strategy

- Improve UX for a superior customer experience
- 100% availability of loan via wallet with low latency and response time.

Implementation Phase

- Improve model based on inputs received in the testing phase
- Push to increase the ticket size for existing users

Testing Phase

o.5% of Active User Base

~1.6Lakh users

Increase adoption of BlazePay

PHASE - 1: PREPARATION PHASE - 2: MARKET AND TESTING (UPTO 9 IMPLEMENTATION (2 TO MONTHS) 4 YEARS) Review business and Develop a new model to accurately predict the application strategies creditworthiness of the customers Gather application data via questionnaires. Determine the current interviews, and state of the loan documents applications - Identify gaps and issues in Offer Real Time Data application and... Analysis via Incedo Lighthouse. Estimated 2021 Client Offer Micro-Loans to User Base: 32 Million targeted active wallet users **TESTING POPULATION ESTIMATE** Sample for Initial Testing Loan will be offered only -0.5%: 1,60,000 to customers above the age of 18 years and Initial sample will having a Good CREDIT comprise of the Key Score **Customer Segments** expected to have higher Estimated Target adoption rates Population: 81% of 32 Million = 25.6 Million Key Customer Segments Include: (A) 25+ Age Demographic (B) Low-Medium Income Group (C) High Frequency of ...

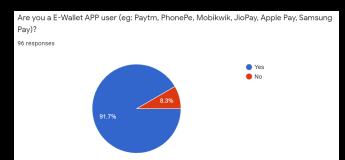
Key Performance Indicators

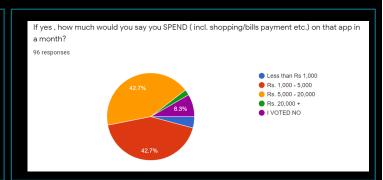
- Market share of the wallet in the digital transactions space
- Percentage of wallet transactions through BlazePay
- Average ticket size of loans
- · Retention rate of Wallet's Users
- Percentage of Loan Defaulters

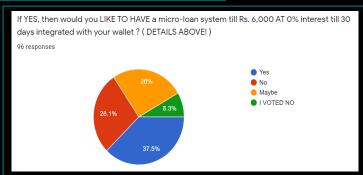
APPENDIX

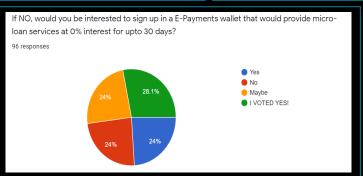
Primary survey results











The survey was conducted in IIM Indore, with age majorly between 21-25 years.

Almost 15% of the respondents experience shortage of funds in e-wallets and switch to other payment modes

53% of those respondents are willing to opt for a e-wallet app with a micro-loan (credit) lending service

Blaze regression results

Logistic Regression Statistics:	Model 3 for high	risk vs	low risk 1	High risk 0	Low risk (1
R-squared (McFadde	en) Adj.R-Sqr.	RMSE	Mean	# Fitted	ROC area
0.721	0.718	0.245	0.118	8000	0.94

The mean value of the residuals is not necessarily zero when there is no constant. In this model it is -0.002.

Logistic Regression Co	oefficient Estir	mates: Mod	lel 3 for high	risk vs low	risk 1 High	risk 0 L
Variable	Coefficient	Std.Err.	z-statistic	P-value	Lower95%	Upper95%
Automatic_payment_er	-1.339	0.130	-10.306	0.000	-1.594	-1.085
Average_Transfer_Am	0.000162	0.000057	2.840	0.005	0.000050	0.000274
Average_Wallet_Baland	-0.002662	0.000129	-20.604	0.000	-0.002915	-0.002408
Average_Withdrawal_a	0.000839	0.000123	6.802	0.000	0.000597	0.001081
Avg_recharge_value	0.004225	0.000259	16.337	0.000	0.003718	0.004731
Avg_Spend_Per_Montl	-0.000017	0.000035	-0.489	0.625	-0.000085	0.000051
CIBIL_Score	-0.001993	0.000236	-8.438	0.000	-0.002456	-0.001530
Current_Wallet_Balance	-0.001099	0.000050	-22.129	0.000	-0.001196	-0.001001
Customer_Age	-0.045	0.003074	-14.789	0.000	-0.051	-0.039
Income	-0.092	0.044	-2.073	0.038	-0.179	-0.004997
Noof_bank_accounts	0.985	0.047	21.034	0.000	0.894	1.077
Noof_days_wallet_us	-0.016	0.007475	-2.086	0.037	-0.030	-0.000942
Noof_utility_bill_paym	-0.058	0.025	-2.298	0.022	-0.108	-0.008594
No_of_Wallet_Recharg	1.531	0.081	18.939	0.000	1.373	1.689

- 72.1% McFadden Rsquared shows good regression line fit
- Relevant variables with p-values mentioned on the left

		Predicted	l
		0	1
Actual	0	1555	210
	1	149	86
	Accuracy	82%	
	Precision	29%	
	Recall	37%	

Correlation Matrix	Current_ Wallet_ Balance _(INR)	_Wallet	Noof_ bank_ac counts_l inked_w ith_wall et	CCs_link ed_with	Avg recharg e value_(I NR)	No_of_ Wallet_ Recharg e_Mont h	Custome r_Age	Gender	Automat ic_paym ent_ena bled	Income	City	Noof_ utility_bi II_paym ents_in_ a_mont h	Noof_ days_w allet_us ed_in_a _month	Average _Transfe r_Amou nt_(INR)	Average _Withdr awal_a mount_(INR)	CIBIL_Sc ore	Avg_Spe nd_Per_ Month
Current_Wallet_Balance																	
(INR)	1.00																
Average_Wallet_Balance (INR)	0.05	1.00															
No. of bank accounts li		1.00															
nked with wallet	-0.11	-0.07	1.00														
Noof_CCs_linked_with			0.40	4.00													
wallet	0.06	-0.03	0.18	1.00													
Avg recharge value_(INR)	0.03	0.71	-0.05	-0.02	1.00												
No_of_Wallet_Recharge																	
Month	-0.00	0.62	-0.01	-0.02	-0.00	1.00											
Customer_Age	0.06	0.03	-0.05	-0.02	0.02	-0.00	1.00										
Gender	-0.01	-0.01	0.01	-0.01	0.00	-0.00	-0.01	1.00									
Automatic_payment_en																	
abled	0.02	0.02	-0.06	-0.08	0.00	0.01	0.03	0.01	1.00								
Income	-0.01	0.01	0.01	0.00	0.00	0.01	-0.00	-0.00	0.01	1.00							
City	-0.01	0.02	0.02	0.01	0.02	0.01	-0.00	-0.02	-0.01	-0.00	1.00						
Noof_utility_bill_paym																	
ents in a month Noof_days_wallet_use	0.03	0.02	-0.00	-0.01	0.02	0.00	0.02	-0.00	-0.01	-0.00	-0.00	1.00					
d in a month	0.01	0.01	-0.01	-0.00	-0.00	0.01	-0.01	0.00	0.01	0.03	0.01	-0.01	1.00				
Average_Transfer_Amou																	
nt (INR)	-0.04	-0.03	0.03	0.02	-0.01	-0.02	0.01	0.01	-0.01	-0.01	-0.01	0.00	-0.00	1.00			
Average_Withdrawal_a mount (INR)	-0.02	-0.03	0.08	0.02	0.00	-0.02	-0.03	-0.00	-0.01	0.01	0.01	-0.01	-0.00	0.02	1.00		
	-0.02	-0.03	0.08	0.02	0.00	-0.02	-0.03	-0.00	-0.01	0.01	0.01	-0.01	-0.00	0.02	1.00		
CIBIL_Score	0.02	0.03	-0.04	-0.05	0.02	0.02	0.01	0.01	0.02	-0.01	0.00	0.00	0.02	0.00	-0.02	1.00	
Avg_Spend_Per_Month	-0.02	-0.01	-0.00	-0.16	-0.01	0.00	-0.01	0.00	0.00	-0.01	-0.00	0.03	0.01	0.02	0.01	0.01	1.00

Correlation matrix

- "High vs Low Risk" taken as dependent variable.
 Independent variables first selected based on our understanding.
- Then correlation analysis performed multiple times to eliminate variables.
- Relevant variables used to perform logistic regression analysis with modified manual and situational weightage assigned to each variable.
- Coefficients of model with 72% McFadden R squared value used to predict test data values with

- Statista Global Consumer Survey 2021 used to obtain total digital transaction users in India and their segmentation
- Majority customers use Digital Transactions for Digital commerce. Only 20% for POS payments
- Penetration rates increased by around 7% across total user base

ESTIMATING THE TOTAL ADDRESSABLE MARKET - OPPORTUNITY OF MICRO LENDING TO WALLET USERS in INDIA

TOTAL DIGITAL TRANSACTION USERS IN INDIA

	USERS BY SEGMEN	NT in million users	PENETRATION RATE BY SEGMENT in percent		
	2021	2022	2020	2021	
Digital Commerce	643.9	739.3	39.75%	46.21%	
Digital Remittances	0.2	0.2	0.01%	0.01%	
Mobile POS Payments	281.1	317.3	17.16%	20.17%	
Total	644.1	739.5	39.76%	46.22%	

>> Segmenting Digital Transaction Users by Income Groups

High Income	37.50%
Medium Income	33.80%
Low Income	28.70%

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Source: Statista Global Consumer Survey

https://www.statista.com/global-consumer-survey

Region: India

Market: Digital Payments

Oct-21

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- Majority customers use Digital Transactions for Digital commerce. Only 20% for POS payments
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>> Calculating Average Spend per Year from each Income Group using the Transaction Data that was provided to us in Round 1 of the WITDA Challenge

Customers	Min of Avg_Spend_Per_Month	Max of Avg_Spend_Per_Month	Average of Avg_Spend_Per_Mont
High Income	₹ 838	₹ 8,635	₹ 3,095
Medium Income	₹ 858	₹ 8,797	₹ 3,138
Low Income	₹ 828	₹ 8,715	₹ 3,121
Grand Total	₹ 828	₹ 8,797	₹ 3,126

As analysis shows similar ranges as well as avergaes of all customer groups, we are assuming avergae customer monthly spend as Rs. 3,126 for any customer

On the basis of Market Survey conducted by us of around 100 e-wallet using participants:

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30 31

Responses to "How frequently do you run out of money during a purchase/bill payment on any digital payment/wallet app?"

Segments	Percentage of Customers	Total Customers
Occasionaly	42.60%	27,43,87,659
Often	8.50%	5,47,48,711
Always	3.20%	2,06,11,280
Never	45.70%	29,43,54,836

 We are assuming these segment percentages as proxies that we will apply to the total population set.

Lending Opportunity Factor: We are assuming that a Percentage of transactions made through e-wallet app is a potential source of revenue that can be "micro"- lent, and hence remains untapped.

	Lending Opportunity Factor	Total Customers	Average Spend Per Month * 12	Total Yearly Spend of Segment * Lending Factor
Occasionally	4.00%	27,43,87,659	₹ 37,512	₹ 4,11,71,31,95,172
Often	7.00%	5,47,48,711	₹ 37,512	₹ 1,43,76,13,56,295
Always	10.00%	2,06,11,280	₹ 37,512	₹ 77,31,70,31,957
Never	0.00%	29,43,54,836	₹ 37,512	₹ -

Total Addressable Market = Potential Micro Lending Amount of Each Customer Segment * Number of Customers in Segment

Total Addressable Market = Average Monthly Spend of Each customer * 12 *Lending Opportunity Factor of Segment * Number of Customers in segment

Total Addresable Market

8.23 Billion USD

*1 INR = 0.013 USD as of 10/12/2021 08:30 A.M.