

Agency Portfolio





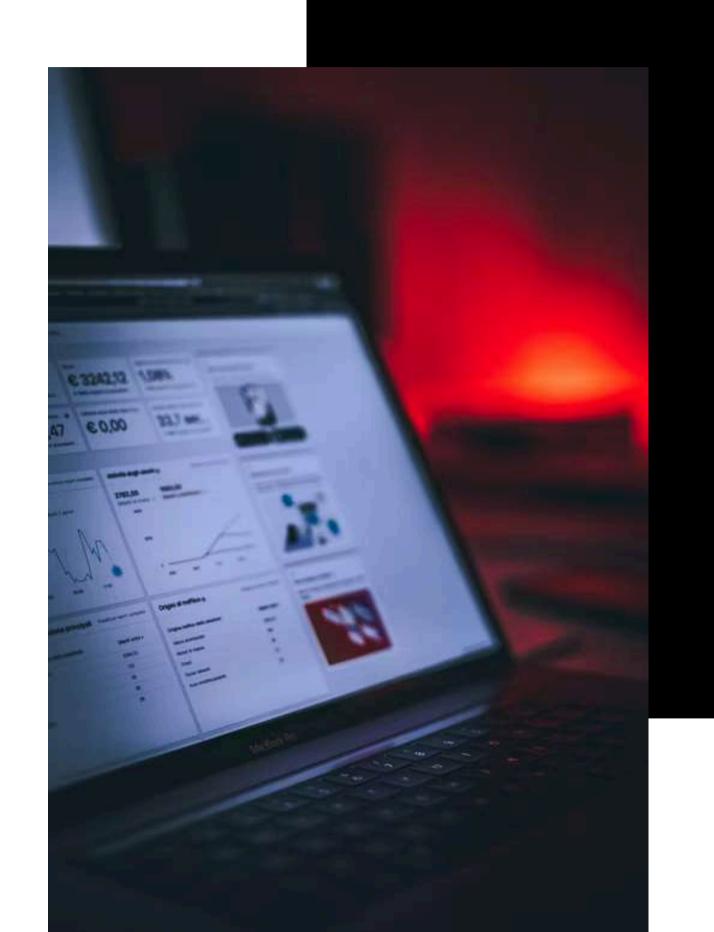




Hello!

Agency Portfolio

Diimaco Consultants has been involved in several highlevel projects and completed them successfully.



90%

Most of our clients reside overseas making us a group that works well within the international environment

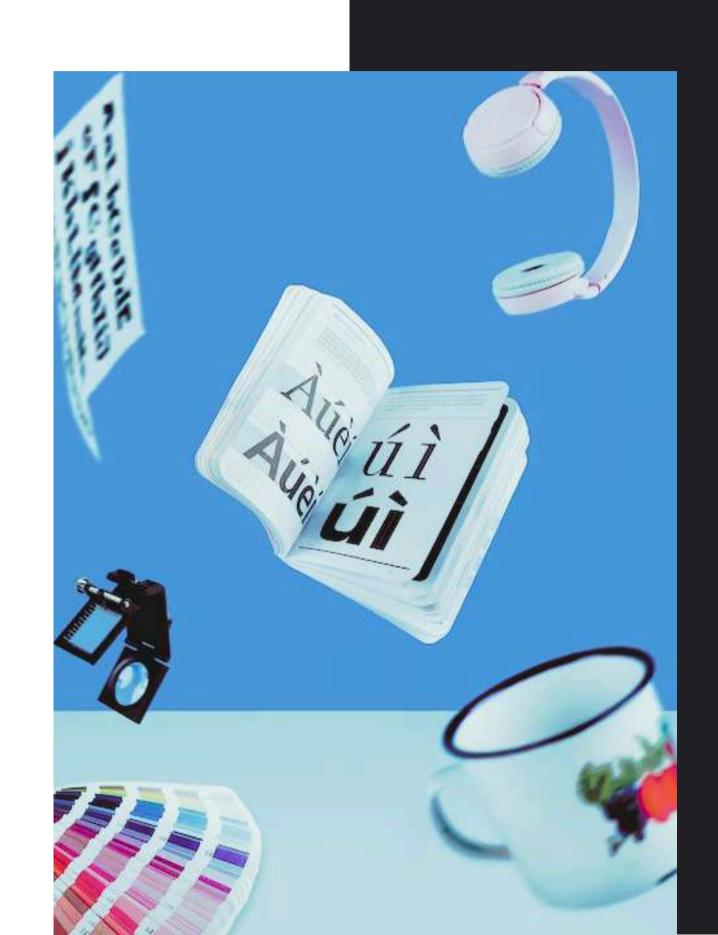




About The Brand

Core agency POV

We are a digital marketing, content development and research agency that works with empathy and a conscience...



Analytics Portfolio







A Special Collection

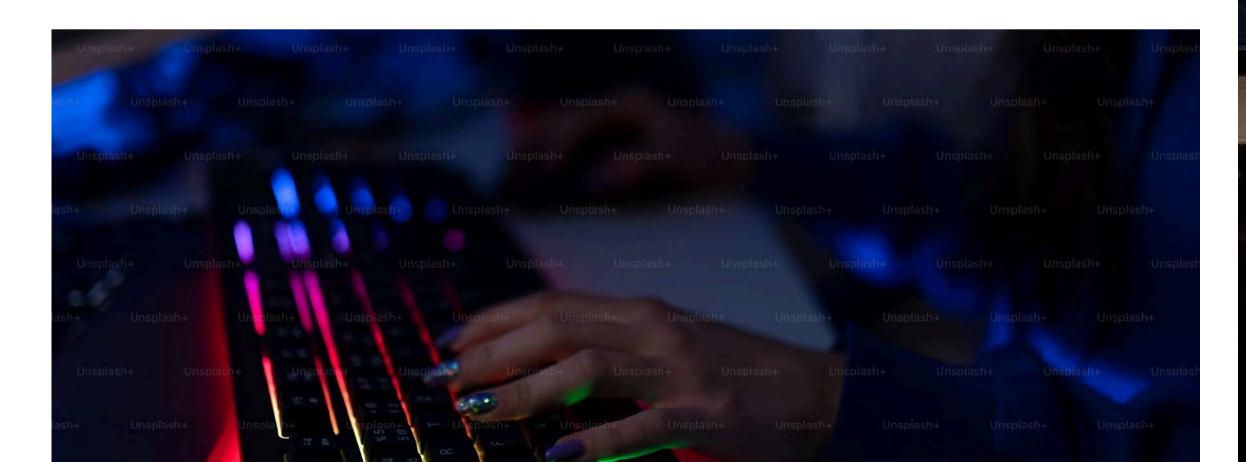
Agency Portfolio

Here's a glimpse of our portfolio especially created for you...



Website Project

Industry research and development













ABOUT CORPORALITY

OUR SERVICES

INSIGHTS

PRICING

CONTACT

+6128

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Medtech / Health Care

Fintech / Finance

Nanotech

Biotech / Bio chemical / Chemical Engineering High Tech

Insurtech

Agrotech / Agriculture

Information Technology

Edu Tech

Metal Industry

Construction

Manufacturing

Geospatial

Allied Industries

Utilities and Energy -Solar energy / Renewable

Age Care And Retirement

Industrial Equipment

Cruise & Tourism

Comprehensive research for various industries and published research papers on the same



Google Analytics Project

Analyzing and implementing improvements through GA



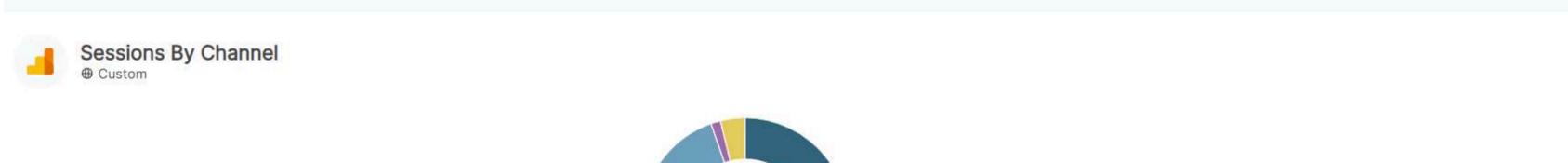














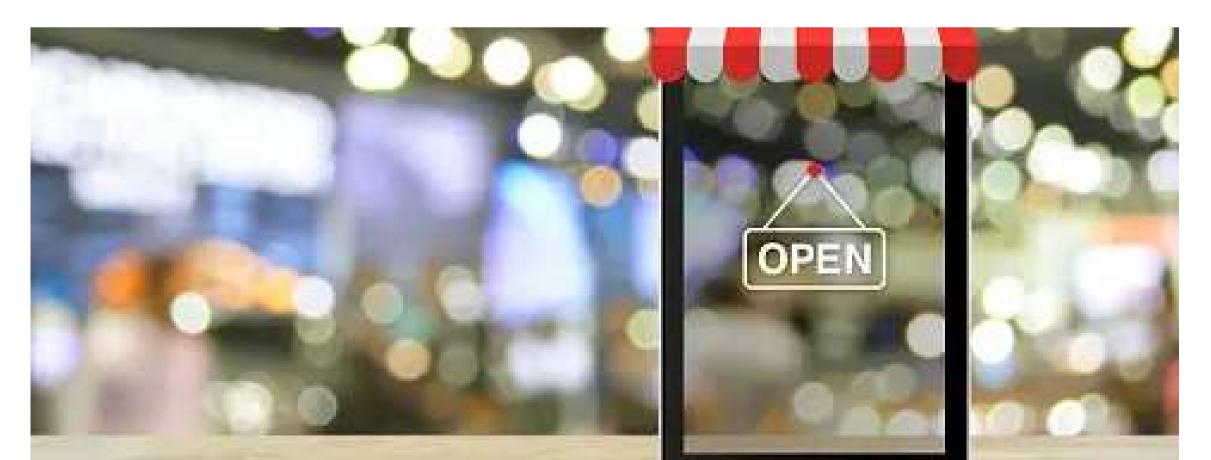
Google Analytics embedded with Lead Generation Programs



Software Project

The Virtual Mall











Virtual Mall – A research

There are currently **over 2.14 billion** global online shoppers. There are over 2.1 million online retail stores in the US in 2021.

https://indianexpress.com/article/technology/tech-news-technology/virtual-mall-metaverse-real-estate-nfts-7776725/

A mall in the metaverse? It's already happening

Metamall is a metaverse platform that allows users to buy, own, build, develop real estate, and stake virtual real estate as non-fungible tokens (NFTs).

Shopping malls have now become a central meeting place and hub of important social interactions between people of different backgrounds and age groups. Now imagine your weekly trip to a mall is replaced with a virtual mall in the metaverse where you can spend hours, meet your friends, and interact with them at a cafe in real-time without bothering about booking a cab or getting out of home. A virtual mall is coming soon, and it's becoming a reality, courtesy of metaverse real estate seller Metamall.

eCommerce: https://wpforms.com/ecommerce-statistics/#generalecommercestatistics General eCommerce Statistics

Simply put, eCommerce is commercial transactions that take place electronically online. And by the year 2022, eCommerce is expected to generate \$5.42 trillion in sales per year. If you're thinking the future looks bright for those selling products online, these stats definitely back that up.

- 61% of online consumers in the United States have made a purchase based on recommendations from a blog. (<u>Content Marketing Institute</u>)
- 59% of Millennials will go to Amazon first when online shopping, making the giant online retailer one of your biggest competitors. (<u>Inviga</u>)
- By the year 2040, it's estimated that 95% of all purchases will be through eCommerce. (Nasdaq)

- Mobile shopping hit \$2 billion for the first time on Cyber Monday in 2017. (<u>Practical eCommerce</u>)
- 14. 69% of B2B businesses say they expect to stop printing catalogs within 5 years. (B2XPartners)
- 15. Amazon is making an Al-based, real-time product recommendation engine available to sellers who use the <u>AWS console</u>. (<u>Absolunet</u>)
- 32% of online shoppers own at least one connected home device. (UPS)
- 17. Only 2.86% of eCommerce website visits convert into a purchase. (Invesp)
- 18. In the US, 2 in 5 consumers (41%) receive 1-2 packages from Amazon per week and that number jumps to 50% for consumers ages 18-25, and 57% for consumers ages 26-35. (Walker Sands)
- 19. The #1 reason people shop online is that they're able to shop at all hours of the day. (KPMG)
- In the last year, businesses have lost \$756 billion because of poor eCommerce personalization. (OptinMonster)
- 21. 6 out of 10 American shoppers use self-service tools for their concerns including websites (24%), mobile apps (14%), voice response systems and VoIP (13%) or online live chat (12%). (Amex)
- 22. Globally, 57% of online shoppers buy from retailers who are overseas. (Nielsen)



Email a Commorca Statistics

A detailed research to check the viability of having a virtual mall for a software company



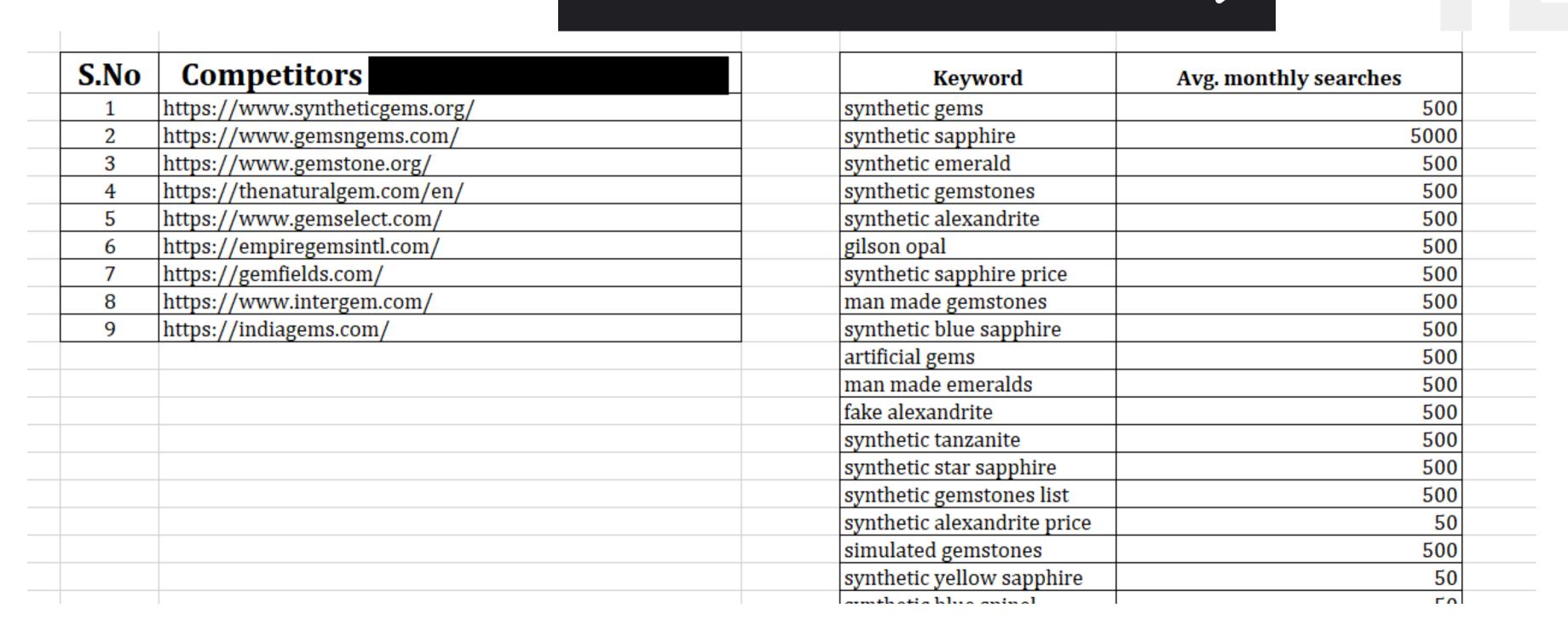
Keywords Project

The competitors...









Competitor keywords research and analysis to measure performance



Performance Project

Analyzing website performance...







Website Name:

Redirects

- · Fixed www and non-www versions Yes
- Issues with HTTP/HTTPS site versions No
- Pages with 302 redirect 0
- Pages with 301 redirect 83
- Pages with long redirect chains 1
- Pages with meta refresh 0
- Pages with rel="canonical" 451

URLs

- Dynamic URLs 94
- Too long URLs 3

Indexing and crawlability

• Empty alt text - 11,645

<u>Links</u>

- Broken links 16
- Pages with excessive number of links 72
- Dofollow external links 3,251

Google Tag Manager - Multiple Tags Using:

Detailed website analytics to assess its performance and rectify shortcomings...



Survey Project

Developing surveys











Agriculture Sector - Global Survey

uct an international study in the agriculture industry. This is a research project being conducted by this research project because you work within the sector and possess knowledge of the strategic issues inportant issues in the industry.

intary and will not be compensated. You may choose not to participate. If you decide to participate in this. If you decide not to participate in this study or if you withdraw from participating at any time, you will not be 1.

y that will take approximately 15 to 20 minutes. Your responses will be confidential and we do not collect, laddress or IP address, in compliance with Australian Privacy Laws and strict Godes of Conduct as members of

will not contain information that will personally identify you. The results of this study will be used to publish a sand comparisons across international markets.

itá to Life - a leading software solution provider:

fuction of crops and animals, often involving chemical fertilizers on crops or the routine, use of antibiotics in viso the global future of food production

High Tech Sector - Global Survey

Introduction

The purpose of this research project is to conduct an international study in the high technology industry. This is a research pro you are invited to participate in this research project because you work within the sector and possess knowledge of the strati and other important issues in the industry.

Your participation in this research study is voluntary and will not be compensated. You may choose not to participate. If you discover may withdraw at any time. If you decide not to participate in this study or if you withdraw from participating at any time, you will recorded.

The procedure involves filling an online survey that will take approximately 15 to 20 minutes. Your responses will be confident such as your name, email address or IP address, in compliance with Australian Privacy Laws and strict Codes of Conduct as n

To help protect your confidentiality the surveys will not contain information that will personally identify you. The results of summary report of views, perceptions and comparisons across international markets.

This research is being sponsored by Bringing Data to Life - a leading software solution provider.

The high technology industry is not only changing the way customers buy and perceive technology, but it also changing a experiences. Digital capabilities are now increased to leverage cloud mobile, and social, making way for reinvention and innov

Designing surveys sector-wise to collect and analyze data...



Presented by

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