Crowdfunding Excel Challenge

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* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. Most of the projects were in Theatre, having the most successful and failed number of projects. The best ratio went to photography and technology. Games were the only category with more failed than successful projects.
  2. Overall, there were more successful projects than failed ones.
  3. Project greater or equal to 50,000 were the most in number, but also had lesser chances at being successful and highest percentage of being failed or canceled.
* What are some limitations of this dataset?

Limitations could include a lack of specifics in the categories, for example music is divided into genres but videogames are not. Fiction and nonfiction are listed but they could mean a variety of things that could determine success rates. Food truck types are also not specified, which depending on region, occasion could determine success rates. We are not given reasons for cancelations of the projects.

* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + - A table to determine on average how many projects were meeting their goals and if there is any correlation between them and the categories. This could help with better planning of the events.
    - A graph showing average donations and countries, and the amount of success in these countries. To show which countries have donated the most and which categories, success rates work in these locations