Table Analysis:

The crowd funding data suggest that out of each parent category the most success was found in the theater sector, but it is also worth noting that the most failed outcomes were in that category too. Within the sub-categories Plays had a 54% success rate and a 38% fail rate. World music and audio both have a 100% success rate with no projects canceled or failed, but both only have a grand total below 5. Projects that were started in July found the most success, and projects that were started the following month in August saw the highest cancellation rate. The month of January led to the highest failing rate.

Some limitations on the dataset include different currency rates which aren’t comparing the different projects accurately and could be giving a false narrative. Since crowdfunding is essentially donation-based funding and some of the data goes back to 2010, other contributing factors could be more economical.

The average donation could have been shown on a graph broken down by years and filtered by currency to see the average donation of a project based on currency.

Statistical Analysis:

The median would summarize the data better than the mean because there is an open-ended distribution. Such as “greater than or equal to 50000” which makes the exact values impossible to calculate after 50000.

According to the data there is more variability with successful campaigns after calculating the variance and standard deviation. This makes sense because although the mean is close to the same between successful and failed, they both have different spreads, successful being larger thus meaning more variability.