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Data Analysis

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Crowdfunding

Conclusions Gathered

The backers gravitate the most towards plays in all countries. Plays seem to have a preference according to this dataset for crowdfunding campaigns.

Most campaigns met their goal which would mean if a campaign was made that was similar to these in the dataset, they are more likely to succeed than fail.

 Mobile games had by far the lowest success rate and most campaigns failed.
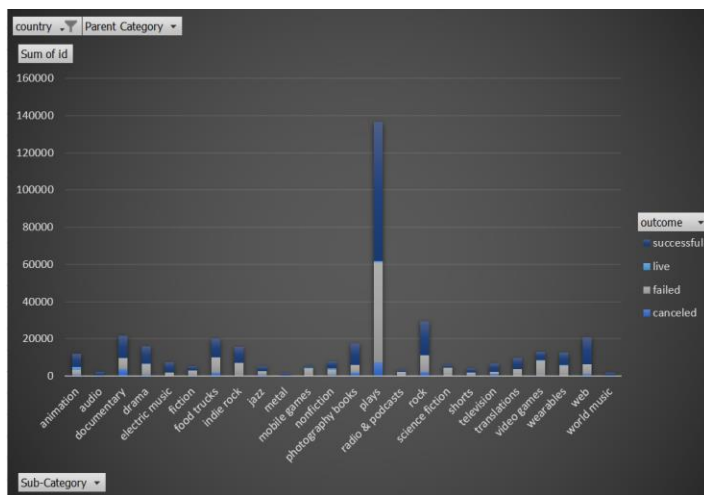
Limitations

      The most recent information gathered on the dataset is from 2020 thus making it outdated.

Most of the data is gathered from the U.S. therefore it would not be an accurate representation globally.

The disproportionate number of campaigns for plays compared to the rest of the data could cause misrepresentation for the other types of campaigns.

S	T
Date Created Conversion	**Date Ended Conversion**
1/27/2020	2/10/2020
1/15/2020	2/8/2020
12/15/2019	1/30/2020
12/31/2019	1/22/2020
12/25/2019	1/14/2020
12/22/2019	12/29/2019
12/16/2019	12/22/2019
12/12/2019	12/19/2019
12/7/2019	12/17/2019
12/14/2019	12/16/2019
11/18/2019	12/15/2019
12/10/2019	12/14/2019
12/6/2019	12/6/2019
11/17/2019	12/5/2019