1. Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?

With the data provided from above, we can conclude that for the patent category, Journalism is the parent category that has the highest success rate (100%) where as food has the lowest success rate (47%).A screenshot of a graph

Description automatically generated

Secondly, for sub-category, play is the most popular crowdfunding project across all countries. A screenshot of a graph

Description automatically generated

Thirdly, if we look at the outcome in each month, across all the years, we can say that in the month of July, we have the highest success rate for our crowdfunding projects.

A graph of a graph

Description automatically generated with medium confidence

1. What are some limitations of this dataset?

With the data analysed, we only have a limited amount of the crow funding projects. Due to the fact that we have a small sample size, this may underpower our research; also, across different years, we have smaller samples sizes in a particular year, (year 2013) as compared to other years so there may be the questions of whether these samples we collected is representative enough. Also, given the time conducted for the research is limited, that may affect the outcome of the research.

1. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

In terms of the other table we can create, we can create a table to analyse how many campaigns were successful, failed, or cancelled, or are currently live with different category of time spend on the project, this will give us an indication whether the project timeline would influence the outcome.

In addition, we can also create a table to compare the money spend on the project and the successful rate and see if budget would influence the outcome.