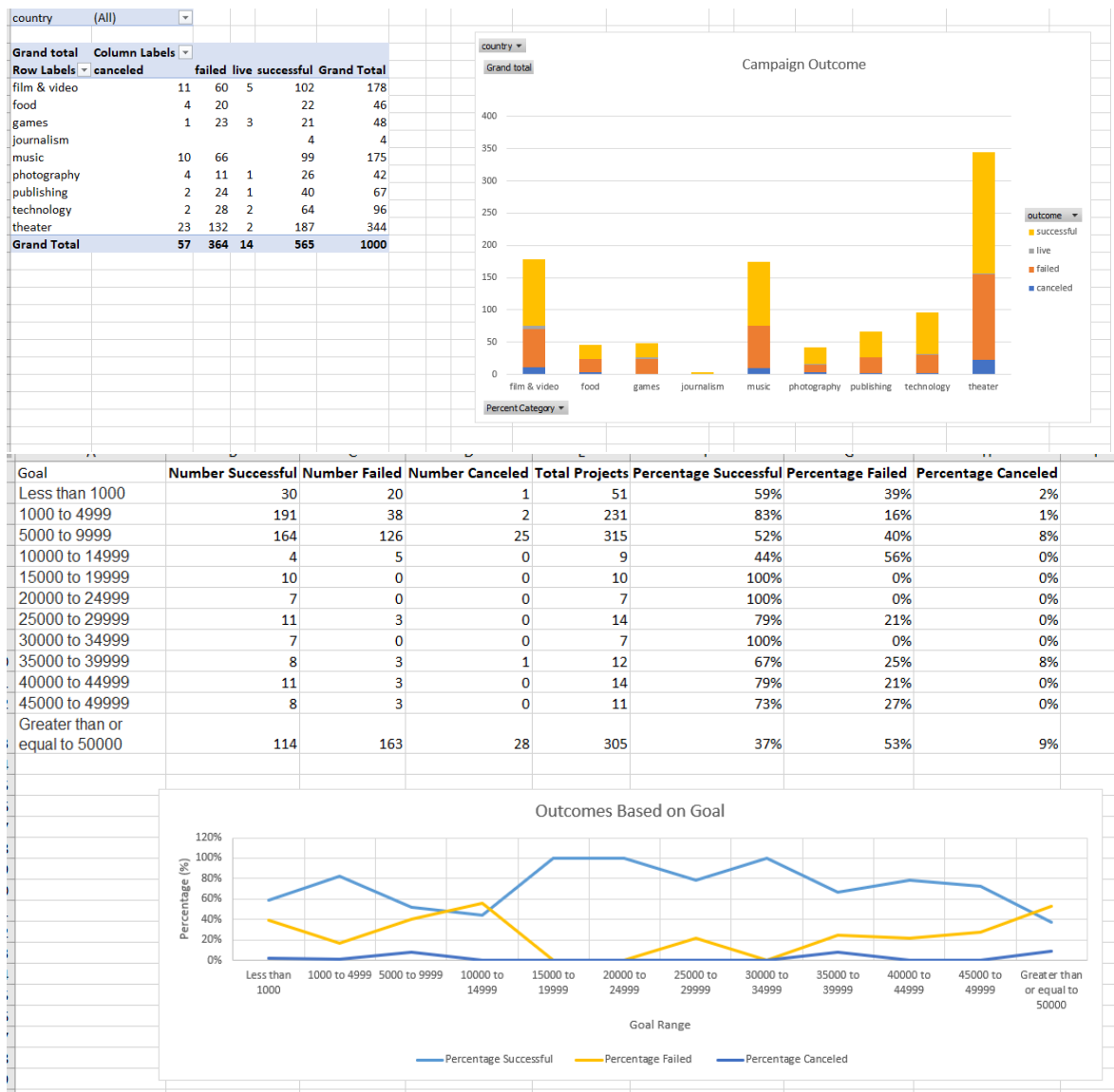


Assignment 1

24th April 2024

The data is from the Crowdfunding platforms outlining the project name, aim, initial goal, along with their results. Below are some of my observations

1. The success rate of achieving the goal is @60% with the goal target exceeding more than 100% for the successful projects. Technology had higher chances of been successful, but games and food lower higher lower success projects.
2. Theater Parent Category has highest number of projects and journalism been the lowest. had better chances of been successful.
3. Goal target for majority of the projects is below 9999. Successful projects are lower and cancellation higher during holidays and festive seasons.



Dataset should include additional information about reason for the failed outcomes, project stage details (concept, design, manufacturing, delivery). Also, details about any interest or fundings from any MNCs.

Statistical Analysis :

successful		failed	
Mean	851.1	Mean	585.6
Median	201.0	Median	114.5
Minimum	16.0	Minimum	0.0
Maximum	7295.0	Maximum	6080.0
Variance	1603373.7	Variance	921574.7
Standard Deviation	1266.2	Standard Deviation	960.0

Looking at the above data both Mean and Median do not summarize or represent the dataset. As there are more numbers of backer count for successful outcomes then the mean (larger gap between min and max). For failed outcome data is skew towards lower backer count. From above data we can see the Variance is higher for successful outcome suggesting higher spread and failed has lower variance suggesting narrower distribution.

successful		failed	
3 SD	-2947.58494	3 SD	-2294.3451
2 SD	-1681.34099	2 SD	-1334.3582
1 SD	-415.097044	1 SD	-374.37143
Mean	851.146903	Mean	585.61538
1 SD	2117.39085	1 SD	1545.6022
2 SD	3383.6348	2 SD	2505.589
3 SD	4649.87874	3 SD	3465.5758