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Module One Challenge

* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. Green-Carr Did extremely well compared to the average crowdfunding.
  2. Theater is very hit or miss when it comes to crowdfunding and can be a dangerous or fruitful venture.
  3. When it comes to gaming, we should look at alternative methods to crowdfund.
* What are some limitations of this dataset?

I would say the biggest limitation is we don’t truly know where the crowdfunding was located, we know the country, but I feel like that’s way too much of a blanketed data to truly understand what’s going on at these crowdfunding campaigns. Also piggybacking off what was previously stated we don’t know the type of class of people at which these events targeted which is the most important detail when it comes to crowdfunding. Finally, where these events held indoors or outside? For future events it would be nice to know also if they were held outside did the weather effect the outcome of the event this could improve our overall goal of crowdfunding more effectively.

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

If you took the average donation and used it with the parent category you could determine which category provided the largest sum of donations. This would provide value for future crowdfunding also you could use it to determine which category to target. You could use a bar graph to determine which years where the best for crowdfunding. You would do this by separating the years and taking that data putting into a bar graph to determine which are the best years. This could provide insight into determining why some events where unsuccessful or successful.