GT Camp

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Excel-Challenge

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Theater, music, and film& video are with the most successful parent categories in the categories in the order, and the US is the country that reflects this trend the most.
   2. Plays, sub-category in theater, has the most successful outcome number
   3. Success and failure on Kickstarter tend to go up and down at a certain time of year. It seems they have a positive correlation. For example, both succeeded campaigns and unsuccessful campaigns were high in summer and winter.
2. What are some limitations of this dataset?
   1. No comparison in outcomes in responding to the funded duration
   2. No price of the items was listed
3. What are some other possible tables and/or graphs that we could create?
   1. Table with state of outcomes and an average donation
   2. Table with state of outcomes and funded duration

**Bonus**

        For both succeeded and failed cases, neither mean nor median reflect much of a representative number of backers. In both cases, the standard deviation is pretty big and the range of the number of backers is also wide. In these cases, the mean does not have much representative power and the median value is more reliable (The mode of each case is closer to the median as well).

Unsuccessful campaigns have more variable statistics for the standard deviation is much smaller in unsuccessful campaigns. However, the range in successful campaigns is very wide and this should be considered as well.