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1. Crowdfunding was most used for Theater funding for plays, followed by film and music. Showing this is a popular method to raise money in these categories. However, only a little more than half were found to be successful over 400 were either canceled or failed. Campaigns seemed most successful in the months of June and July, they quickly dropped and were again only slightly higher than that failed campaigns before and after that. Audio journalism and World Music were the only two categories with a 100% success rate.
2. While we know the outcome in the Crowdfunding campaigns, we do not know the effort that was put in to market them. Were the successful ones advertised on social media and other forums for more opportunities for backers or just lucky? How much time was spent on marketing and enticing backers? Were there incentives for backers and if so, what were they and were they based on much the donated?
3. We could make a chart based on the number of backers and the average donation of successful funds. This would show how many backers would be needed for a crowdfund to be successful.

Statical Analysis

The mode is the better example to show the summary of the data provided. Successful crowdfunds frequently had 85 backers compared to failed crowdfunds who had 1. Successful funds consistently had more backers thus met and surpassed their goals. The variability was higher with successful crowdfunds due to higher range in the number of backers. This makes sense due to successful campaigns being open ended, they only need to be over a 100% funded to succeed. Some even nearly reached 1500% of their goal which accounts for the higher variance. Failed crowdfunds only went from 0% to 99% so they had a lower amount of frequent backers overall.