Crowd funding report

From the data provided we can draw following three conclusions-

1. Out of all 9 parent categories technology has second highest percentages of successful projects. Theater has maximum share of total project launched. While even though journalism has 100% success rate it has least projects launched. Games
2. In terms of which month, the project was launched June, July and September are most successful. June has highest percentage of successful projects. August has lowest success rate. Also in terms of share in how many total project was launched July has maximum launches (94). Least percentage of projects were launched in September.
3. In subcategories Mobile games has least percentage of the success rate. World music and audio has highest 100% success. Maximum projects were launched in plays and least projects were launched in audio and world music.

Limitations –

1. Data is only derived from two platforms results may change if we consider more platforms.
2. Some categories can be overlapping, and it can change the outcome of the percentage of successful outcome.
3. There can be more factors adding to the outcome other than when they were launched and what category they are from.

Other tables possible-

1. Chart to compare the outcome on the basis on launched at , deadline and the outcome of the project. It might reflect on effect of project meeting deadline and the outcome