**Excel Homework:**

1. Given the provided data, we can draw three conclusions about the crowdfunding campaigns:
2. Based on the chart below, we can conclude that “Theater” is the largest category that make up almost 35% of all projects, and has a success rate of 54%.
3. Although “Journalism” has 100% rate of success, the total quantity of these projects only made up .004% out of 1000 projects, which would make the success rate an outlier on the bar graph.
4. We also learned that a successful project can take minimum of 0 day to maximum of 58 days (Column U in Crowdfunding worksheet)

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| --- | --- | --- | --- |
| **Category** | **Success Projects** | **Total Projects** | **Success Rate** |
| film & video | 102 | 178 | 57% |
| food | 22 | 46 | 48% |
| games | 21 | 48 | 44% |
| journalism | 4 | 4 | 100% |
| music | 99 | 175 | 57% |
| photography | 26 | 42 | 62% |
| publishing | 40 | 67 | 60% |
| technology | 64 | 96 | 67% |
| theater | 187 | 344 | 54% |
| **Total** | 565 | 1000 |  |

1. The limitation of this dataset is not specifying which crowdfunding channel each project was launched in. Thus, we cannot know whether certain project will be likely to success or to fail based on the data specific to Kickstarter or Indiegogo. For instance, if we know that the music category has 57% of success if it was launched in Kickstarter, will launching it in different channel such as Indiegogo differ our rate of success?
2. If the missing information above were to be provided, one other chart we can create is Bar Chart to compare between channels of campaign that will allow us to visualized specific differences between the two or multiple channels. (i.e. Rate of Success between Kickstarter vs. Indiegogo)