GT Bootcamp Module 1 Assignment

1. **Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?**
   1. Crowdfunding is more prevalent in the USA than in all other countries combined for this data sample.
   2. The Arts, i.e., Film, Music, and Theater, make up most crowdfunding campaigns across the sample. Plays were the most popular campaign subcategory.
   3. Most crowdfunding success is centered around the 15,000 to 35,000 goal range, and more than half of campaigns seeking more than 50,000 fail. The average donation for all campaigns per donor was 67.54. (Irrespective of currency)
2. **What are some limitations of this dataset?**
   1. The blurb information is not adequate to determine exactly what the goal was in most cases.
   2. Multiple currencies skew the donation amounts per campaign and backer without filtering or conversion.
3. **What are some other possible tables and/or graphs that we could create, and what additional value would they provide?**
   1. Compare campaigns success rates based on being a Staff Pick or a Spotlight or both. This would show whether these classifications helped or hindered campaigns, and if it creates a bias among backers.
   2. Compare the length of time the campaign was active to the success rate, which would allow us to further break down donations per day.
   3. Compare all results in the same currency to more accurately show average donations, which would help standardize the results.