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* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. Donors tend to favor entertainment
  2. Plays are exceptionally popular even among other entertainment.
  3. The US has an extraordinarily larger number of fundraisers over the other countries represented
  4. You can generally assume that any given fundraiser has an overall average of a 61% chance of succeeding
  5. Excluding journalism as incomplete data for conclusions, technology and photography had the highest success rates.
* What are some limitations of this dataset?

Certain decisions would be inconclusive because the data is lacking. 1000 fundraisers is a small pool to draw from. For example, 100% of journalism fundraisers were successful, but there were only 4 in total. We can’t say that journalism will always succeed, only that in this small data set, journalism always succeeded.

Also, there are only 7 countries represented here. If we were trying to draw conclusions on a global scale, we would need data from MANY more countries.

* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

I created a couple pie charts to show the categories and success percentages. This allowed me to quickly see that theatre, film & video, and music had the largest groups of fundraisers. If we were asked what kind of fundraisers would be most successful, we could point to technology for instance. If we were asked to find or avoid the most popular types, it’s easy to see that theatre has the highest concentration of fundraisers by using the pie chart.