CrowdFunding Assignment: Week-1 Name: Sharada Muthusubramanian

* Given the Crowdfunding data, we can draw the following conclusion:
* 70% of the Campaigns were focused on entertainment like Theater, Film& Video and music with ~39% success rate in these categories to the total and approximately 55% in these categories.
* ~75% Campaigns occur in US and only 25% in other countries.
* Data is highly skewed in the above 3 categories with high failure rate.
* What are some limitations of this dataset?
* The data has multiple currencies and therefore can misrepresent the total goal and pledge amount if they are all not converted to the same currency unit.
* Majority of the crowdfunding activities happened in US and only a very small % occurred in other countries.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
* We can create a view of the outcome by country and Currency to compare the # of campaigns outcome vs. the pledge amount.
* 77% of the pledge amount is collected in US and only 23% from other countries.

**Statistical data analysis**:

* Use your data to determine whether the mean or the median better summarizes the data:
  + Mean is a better to understand the data as there are too many outliers in the datasets and Median is lower than mean.
* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
  + Both Successful and unsuccessful campaigns have higher variability. The dataset is highly skewed, and it does not make sense to determine the variability. If we look at the variability by campaign category, we might be able to draw some conclusion.