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* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + In the first table you could gather that for total engagement in the crowdfunding campaign you would have the best success with a theater, video, or music.
  + Using the pivot table for outcome by quarters. There’s equal engagement in all four quarters and on average there’s a ~36% failure rate.
  + By sub-category plays have 259 more participants over the next closest which is rock. With a total participation count of 85. With rock having a 43% failure rate and plays having 38%. Regardless of the metric you pick, your crowdfunding campaign is safer hosting a play.
* What are some limitations of this dataset?
  + There’s a lack of important context in a few areas. For one with a data set concerned about raising money it doesn’t account for the income of individuals that donated.
  + Given that we’re tracking the success or failure of crowdfunding campaigns. Some important insight we’re missing could be tracking any outliers. IE abnormally large donations. (If a single donor carries a campaign that was destined to fail otherwise, regardless of # of donors. This could be valuable insight.)
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + We could create a few different graphs using the percent funded category. There might be some trends or differences to find between campaigns that were overfunded vs campaigns that failed.
  + We could also make a few data sets to compare if a campaign was in the spotlight or now and how that effected its ability to succeed.