Kitasha Peeples

December 14, 2023

**Crowdfunding**

Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?

* One of the conclusions that can be made from the data provided on crowdfunding, is that Australia has a successful rate of over fifty percent in theater specifically plays, technology predominantly in web services, and film and video in animation and drama.
* Another conclusion is that Italy was always successful with crowdfunding in the category of technology, in the web service and in wearables space. However, Italy wasn’t successful at all in the food truck category.
* In the United States, crowdfunding for journalism seem to be always successful, while crowdfunding for games was successful less than forty percent of the times.

What are some limitations of this dataset?

* One of the limitations that I observed with this dataset is the fact that it assumes that the crowdfunding campaigns that were cancelled were due to a lack of funding.

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

* We could use a pie chart that can represent percentage of funding in a better graphic to assist to see what part of the pie each category and/or subcategory received.