Crowdfunding Conclusions from the observed data set

Probability of Success can be calculated by assigning binary variable column (“Success Flag”) with 1 = Success and 0 = Not Success and averaging that column across Sub Categories and filtering out incomplete projects.

The tables below show the highest successes (100% average success) are in thinly represented categories such as world music and audio journalism. The most prevalent clear success, globally, and within individual countries, is the **Technology – web** sub category with significant overall counts and high (“success score”) which is the average percent of funding goal achieved.

|  |  |  |  |
| --- | --- | --- | --- |
| **USA** - Crowdfund top success | |  |  |
|  | count | success score | Success Flag |
| Journalism - Audio | 4 | 151% | 100% |
| Music - Metal | 3 | 386% | 100% |
| Music - World Music | 3 | 208% | 100% |
| Technology - web | 38 | 272% | 68% |
|  |  |  |  |
|  |  |  |  |
| **Canada** - Crowdfund top success | |  |  |
|  | count | success score | Success Flag |
| Music - indie rock | 2 | 402% | 100% |
| Music - jazz | 1 | 229% | 100% |
| Technology - web | 3 | 335% | 100% |
|  |  |  |  |
|  |  |  |  |
| **World** - Crowdfund top success | |  |  |
|  | count | success score | Success Flag |
| Music - World Music | 3 | 208% | 100% |
| Journalism - Audio | 4 | 151% | 100% |
| Technology - web | 51 | 251% | 71% |

Limitations of the observed data set

1.

2.

3.

Additional analysis suggestions with potential benefits:

1.

2.

3.