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Given the provided data, we see that:

1. Food and Game related Crowdfunding Campaigns tend to have the highest rate of failure, while Journalism and Technology based Campaigns tend to have the highest rate of success.
2. Theater, Music, and Film & Video campaigns seem to make up most of the market, with Plays greatly outnumbering any other Sub-Category.
3. Theater Campaigns launched in the later half of the 2010s tend to be more successful than those launched prior to 2015.

One Major limitation of the dataset is that it is over-saturated with campaigns started in the United States. While this provides valuable information to the US Market, it may not fully represent the markets in other countries.

It may be useful to also provide a chart showing the ‘precent funded’ filtered by ‘outcome’ to see which campaigns made *some, but not all* of their goal as opposed to campaigns that had few or no contributors out of the ‘failed’ campaigns, and, out of the successful campaigns, to see which were the most successful. This data would provide valuable insight to potential campaign launchers.