Module 1 Challenge

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

1. Plays by far have the most campaigns
2. A technology/web had the most successful campaign
3. Journalism has had the least number of campaigns but they have all been successful

* What are some limitations of this dataset?
  + The data isn’t all in the same currency, so you can’t accurately compare the campaigns without knowing the exchange rate
  + There is no reason given for canceled campaigns or if they were rescheduled
  + There was no information given on how campaigns were advertised, if the number of backers correlates to the number of people that knew about it
  + It is not known if the campaigns were private or public groups, private groups could limit the number of backers
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

1. Average number of days a campaign is open by outcome
2. Outcome based on if a campaign was spotlighted or not
3. Outcome based on if a campaign was a staff pick

* Use your data to determine whether the mean or the median better summarizes the data.
  + Mean
* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
  + It makes sense that the data shows there is more variability with successful campaigns because the number of backers is not limited, like it is with unsuccessful ones. For example, if the goal is $100, with unsuccessful campaigns you can have a range from 1 backer donating $99 to 99 backers donating $1. A successful campaign with a goal of $100, there is an unlimited amount of money that can be donated.