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* Inferences that can be made related to the Crowdfunding data from 2010-19 illustrates that theater is the most active category, however the percent successful is 54 percent. Whereas journalism is the least active but has the highest success rate at 100 percent. Tech had a success rate of 67 percent with a relatively high number of campaigns.
* Campaigns lasted less than two months and on average about two weeks.
* In the summer months there was an uptick in support for crowdfunding.
* $15,000-35,000 goal range was the most successful but interestingly has a limited data set as 60 percent of campaigns were under $10,000. Unfortunately, the currency is not harmonized and is a serious limitation to the data in current state.
* A box and whisker graph was used in addition to the statistical findings to illustrate that the median is a better gauge to summarize the data because there are a significant amount of outliers that would skew the data favorably toward a higher backer count. Therefore, the median would be a better indicator of what the most likely outcome was.
* The successful campaigns had more variability as evident by the greater standard deviation (successful, 1267 & failed, 961). The failed campaigns had a tighter grouping.