Daniel Du

Week 1 HW

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

Conclusion 1: From the data I was able to find out the games category has the highest success rate being 229%

Conclusion 2: Crow funding created in April has the highest success rate being 70%

Conclusion 3: Audio and World music has 100% success rate in crowd funding

* What are some limitations of this dataset?
  + Not having enough information about how much money was spent on advertising the crowd funding
  + Revenue generated from each crowd funding
  + Reason for cancellation
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

A table with percentage funded, duration of the crowd funding, backers count, success rate and sub category, to better understand why the funding was successful, weather it was due to time, how many people contributed to the funding, category or the amount was funding

Statistical analysis

* Use your data to determine whether the mean or the median better summarizes the data.

I think the mean summarizes the data better because it is the closer to the standard deviation than the medium

* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

There is more variability with successful campaigns. I think it makes sense, for a campaign to be successful there are many variations that plays into it