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

Overall analysis from data provided

* Overall music and entertainment industry seem to show a higher success ratio compared to other industries.
* Based on goal outcome report, initiatives in 10K to 15K show 100% success rates. Some smaller initiatives in 1-5K show about 80% success rate.
* This is a sampling of a few industries in about 10 major categories, covering about seven countries from 2010 thru 2020.

1. What are some limitations of this dataset?

This dataset helps in an overall study. If we need to get the details of a specific industry, for example technology states “web” in general. Similarly for food industry it is “food truck”. So, there is limitation in details to conclude on success or failure.

1. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

Using filters and sorts in the main Crowdfunding table also provides a wide lookout for analysis. For example, to know a specific party is involved in success across different categories, the wide range with filters and sorters can help.

Clustered column chart will also provide this flexibility.