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Module 1 Challenge/Homework- Written Report

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

Overall more likely to succeed

Category doesn’t seem to have a strong impact of success likelihood

* What are some limitations of this dataset?

1/3 of the dataset is plays (one sub-category)

¾ of the dataset is from US- could skew

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

Look at goal amount vs likelihood of success to see if there are trends (could group goal amount into buckets/ranges

Review the successful ones and see if there are trends related to category/sub category and percent funded… some funded @ 1000% or higher

**Statistical Analysis (Backers- Successful vs Unsuccessful)**

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

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