Report for the Crowdfunding

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

The data, Outcome by Year which graphed the year shows an interesting line graph of what was canceled, failed, and successful of what was happening to the crowdfunding. Each month shows about the same amount of increase and decrease in failed and successful curvature. The canceled graph is pretty steady because it didn’t go over 10 or below zero.

The data for he Sub Category Pivot Table, and Plays has the most or has the highest grand total on the graph for both successful and failed outcomes. The live was small, about 2, and that is the same for the rest of the other parent categories.

Overall, the Bonus Tab speaks volume when it comes to the number of successful contributors. I would say that between the goals of 1000 and 14000 is it was contributed most.

1. What are some limitations of this dataset?

The data for Backers\_Count presented a lot of successful backers\_counts than in the failed backers\_counts. However, if we were to look at the median of both graphs (Successful and Failed), most of the datasets are concentrated at the lower end of the graph, meaning that it sits closer to the zero on the Y Axis. Therefore, anything else above zero are outliers. It is a good way to show your average of most lies and the dispersion of outliers.

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

I’m not sure about this part.