Excel Challenge

Conclusions

1. Plays were the most common type of campaign, having over 200 more campaigns than any other sub-category. World music/audio being the least having 340 less than plays.

2. Theatre, music & video, and music were the most common types of campaigns, with 344, 178 and 175 total campaigns respectively.

3. The only sub-category’s with more failed campaigns than successful ones were mobile games and science fiction.

Some limitations of set are that they are in different currency’s, making it harder to compare.

I would suggest adding tables or graphs respective to each category/sub-category, showing the percentage of successful/failed campaigns.

Statistical Analysis

The median summarizes the data more meaningfully as there are multiple outliers within the data. Also because the range of backers is high.

There is more Variance in the successful campaigns. This makes sense as there were more successful campaigns than failed ones. Also, that the successful campaigns are more likely to get a higher number of backers.