***Module 1 Challenge:***

**Report on crowdfunding:**

Here, we took sample of 1000 projects and their goals to find the trend and pattern of data.

Conclusion:

1. The successful number of campaing are comparatively higher in the entertainment sector than in other sectors.
2. There is no distinct pattern in the success of campaing

Limitations:

1. Lack of information about payment method
2. Small sample size

Additional graphs/ tables we could prepare, and the insight form them:

Monthly percentage

Country wise data: no. of campaign in different country

**Statistical Analysis:**

**What summarizes the data best? Mean or Median?**

The data shows the skewed distribution rather symmetric. That means most of data lies towards left of mean. So, here in this data set, median would better summarize the data.

The data show that there is more variability with successful