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**Crowdfunding Campaign Analysis**

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

1. Overall, from the data set 56.5% of the crowdfunding campaign were successful. So, we can draw a conclusion that there are more than 50 percent chances of crowdfunding campaign to be successful in general.
2. Food and games related campaign are more likely to fail in comparison with another categories.
3. Entertainment industries like film & video, music and theater tends to run more campaigns in comparison with other industries
   1. **What are some limitations of this dataset?**

Crowdfunding campaign for Journalism seems to be very successful but we only have 4 data points which is not enough to draw any conclusion about that.

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

A graph showing the duration of campaign (Launched at minus Deadline) with the outcome (Successful or Failed) and percent funded. This can help us understand weather it makes sense to run the campaign for the entire duration or end it early to save campaign money or make modification in the campaign.

**Bonus Statistics:**

1. **Use your data to determine whether the mean or the median summarizes the data more meaningfully.**

Ans – Median summarize the data better there are very few large values which is throwing of the mean. And looking at STD we can say that the data is left skewed.

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

Ans – There is more variability with successful campaigns. It does makes sense since the successful campaign data is more spread out. Another thing is, that there is not big difference in the **MEDIAN** but there a big gap in the **MEAN**