**Statistical Analysis, Crowdfunding Workbook HW 1 4/7/23:**

At the time of this review game crowdfunding campaigns are the only ones which have a higher likelihood of failure rather than success, however the 3 live campaigns have a chance to change that as it is only a rate of 47% failed vs 43% success. Barring the statistical outlier of a success rate of 100% in the journalism category, with a data set of 4 campaigns at this time, the next highest rate of success is in the technology category 66%. Given this information any category of campaign has a higher chance of success than failure however more often than not the chances still are not much better than a coin toss. The limitations of the given data set is that there is a wide variance in the number of campaigns across categories, given this we must look across a larger time frame for more data so we can have a more complete picture for some categories. Additionally perhaps there is some more particular regionality to campaigns success than we can analyze with the given data, since we are unable to define the region any more particularly than the country of origin.

I believe the worksheet “Success based on Backers” shows evidence of a right tail in our data with the mean falling so far below our max on both success’ and failures.