Excel-Challenge

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Three conclusions that can be drawn from the data are as follows:

1. The largest sub-category of crowdfunding projects is that of plays, which stands at 344 total projects, about three times as many as the following largest sub-category, rock, which stands at 85 total projects. The success rate for plays is approximately 54% whereas that of rock is slightly higher at 57%.
2. There is a slight boost in successful projects between June and July, nearly 60%, compared to the other months, which varies between 40-50%. After July, however, the success rate drops steeply to slightly above 40%.
3. Crowdfunding projects are much more likely to be successful than fail if their goal is between the range of 15,000 to 50,000 but this trend is reversed greater than 50,000 and in the 10,000 to 14,999 range.

There are limitations to the dataset, such as crowdfunding projects based in the United States making up three-quarters of the data. This data might be misleading or inaccurate if it were to be applied to other countries, especially countries that are economically or culturally dissimilar to the United States. Other tables or graphs that can be created include a chart that plots the percentage of successful projects based on sub-categories compared across different countries to determine if a specific sub-category is more likely to succeed in another country than another.