**Module 1 Challenge**

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

* It can find out using which category will easy successful to get Crowdfunding.
* We can find out format or Formula under “blurb” column, will fast and easy to know and how to get backers support in crowdfunding.
* We can find out for user and advise user how much time theme setup and what category is good for get backers attaction or interesting.
* We can see which country have more successful for Crowdfunding. That mean their product or idea is very creative and interesting for backers.

**What are some limitations of this dataset?**

* There is not have clear direction to advise user using which object to help them achieve the goal for Crowdfunding. Example game/video game, what kind video game? 3D? RPG?
* Staff\_pick, there is no detail said why false.

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

We can use staff\_pick/spotlight/category and using 2-D Pie chat or Clustered Column, to see on this category is successful or not successful.

**Statistical Analysis**

**Use your data to determine whether the mean or the median better summarizes the data.**

This is right skewed. The meaning is mean often greater than the median.

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

* It makes sense. Because these data come from Category and you can see backers what they like.
* Easy to know these backers funding average for the price. That can help user, how to use and organize their funding.
* We can see which country people have more creative or idea to develop different product.
* You can see the future direction what product consumer like.