Crowdfunding Report

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

The first conclusion that we can draw about crowdfunding is around 76% of it happens in the US.

The second conclusion that we can draw from crowdfunding is the most popular category is plays.

The third conclusion that we can draw from crowdfunding is that the success rate is around 56.5%. Mean that about have of the people who sign up don’t pass.

1. What are some limitation of this dataset?

The limitations of this data set would be the size, time frame of which data was gathered, and the variety of countries included in the data set.

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

One of the most valuable graphs/tables that you can make would be comparing the amount of money received over time. This would allow for better focus on certain areas around the world in effort to have the largest cash flow.

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

In these data set the mean give the best representation of the data set because it shows the true amount of what it would take to obtain backing.

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

The data set shows that there is more variability within successful campaigns. I think this is a case because some people don’t take no for an answer and will risk more to get something done.