From this Data we can conclude that:

1. Technology based crowdfunding projects have a high success rate at 67% along an unsaturated market. Within that category, wearable and web were the most successful at 62% and 71% respectively \*important to note that the category “Journalism” had a 100% success rate, but only 4 projects were attempted.
2. The category “Theater” having the most backers at 344 total, and the sub-category “Plays” having the most by far backers supporting it.
3. Based on the information given we can conclude that, the fall months (Aug-oct) have a higher likelihood to run a successful crowdfunding campaign, with January being the most optimal. \*Though it is important to note that those fall months are also some of the highest failed rates.

We are limited in this data because the amount of information is very small compared to the total of crowdfunding events.

Another chart that would have helped understand the data would be one that includes the Percent over the goal, showing how much potential opportunity there is.

I believe the mean will summarize the data better for the purpose of understanding what the average successful campaign looks like.

Successful campaigns had more variability, this makes sense because there isn’t a cap on how much could be made, unlike failed campaigns having an upper limit.