Crowdfunding Platforms

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

Journalism is the category with the highest percentage of success with only 4 projects, all successful, followed by the technology category with two thirds of success and more than 60 successful projects.

the Mobile Games and Science Fiction Subcategories have had the worst results with the highest failure rate

In the Goal and Outcome graph, it can be seen that the goals between 15,000 and 35,000 are slightly favored.

# What are some limitations of this dataset?

I think that the data is a bit out of date. It would be very helpful if we could have the number of followers that the creators have in their social networks and also the nationality of the backers. Additionally, it would be helpful to know more about the context of the projects.

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

There are numerous comparative tables that could be made, such as one that shows the number of Backers by Category, the average donation throughout the year, the average donation by category and very important to carry out a study on the influence of the Spotlight