Crowdfunding report

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

Based on the data given it looks that most Crowdfundings are held for art like music theater film and video. Over 40% of them are successful less than 35% are due to fail and less than 10% are due to be canceled.

It seems like crowdfunding are more successful during the months of May-July with the peak being in July. And less successful during the months of August-October with the peak of failed being in September, we can also notice that September is the month with the most canceled Crowdfundings.

Moreover, we can conclude that out of all arts the most successful within seven countries are the plays.

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

Some limitations of this dataset are that some samples are small, for example journalism and photography, this can limit our knowledge about when they were successful for how long they were open and why did they fail if they failed? The data set also includes only seven countries which might limit the samples.

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

We can create graphs based on countries and observe in which category each country is more successful.

We can also create a graph and look at which year each category was successful or not, and probably look more into why some of them were successful at that specific year?

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

Based on the data it seems that our median summarizes better the data because we have many outliers in our sample, which will affect the mean value.

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

Based on the data there's more variability with the successful campaigns because the mean value is larger than the unsuccessful campaigns. For the unsuccessful campaigns there is less variability.