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

There are three categories that had the highest sample set: Theater, Music, and Film & Video. More campaigns were successful than failed in each of these categories. Games was the only category that had more failures than successful campaigns.

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

The number of backers was highly varied across the board and within each category. We also do not know how many people were invited to donate to each campaign. Some sample sets were smaller than others. Journalism, specifically, may not be a good reflection of the overall success rates of this category considering it had such a small data set.

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

It might be helpful to see the success of campaigns, not just by month, but also by year. It is possible that the crowdfunding company grew over the years, which may have affected the success of the campaigns. It might also be helpful to see the initial number of people INVITED to donate versus the percentage of people that DID donate for each campaign. If a larger number of people were invited to donate- there is a chance that those campaigns would have a higher backer number. It might also influence the success rate of that campaign, as well.

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

The data in this set is skewed. It will be better to use the median, since the outliers could distort the mean.

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

There is more variability in the successful campaigns. This makes sense because there are a larger number of successful campaigns compared to the failed campaigns.