* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. Theatre has the most amount of money collected.
  2. Games has highest failure percentage.
  3. USA has highest number of initiatives.
* What are some limitations of this dataset?

The money earned or goals is in different currencies. Hence their value will change over time and the analysis and difference of actual difference between them is relative to market rate for the currency at that time.

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

1. I could create a table based on countries, which area people are interested in and where failure is less.
2. Month wise trend of activities and their failure or success rate, however for this huge amount of data is required. 1000 rows is not enough.

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

Looking at the mean and median of both successful and failed campaigns, I conclude that median would better summarize the data set as the difference between both is quite a lot which tells that there are outliers in the data set.

Therefore, median being the measure of center of the data set would provide a better summary of the data set.

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

Technology and Photography were the two most successful campaigns out of all the campaigns and with the least amount of failure rate. They are not directly related but evolving technology also creates a demand for better pictures, leading to success photography campaign.

Therefore, success of campaigns could be affected by each other but they are not directly impacting each other.