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

Crowdfunding is not always successful. They have a wide range of goals. There is a wide range of the amount of backers they get.

What are some limitations of this dataset?

As I was playing around with the data and looking at say what percent of funding the canceled projects reached. Some of them canceled as they were less than 10% from reaching their goal and I couldn’t help but wonder why that was.

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

We could create tables or graphs based on the percent funded based on category or sub category or even the amount of backers they received. Or even compare the percent funded based on how long the campaign ran. These graphs could provide insight on whether certain categories or if longer campaigns gain better or worse results.

The mean would give a better representation of the data since the standard deviation is so large.

There is more variance with successful campaigns. This sort of outcome can make sense for either the successful or unsuccessful campaigns since there is also a large variance in the goals. There is also the factor of the variance in how much a backer would donate since that number may vary greatly.