1. **Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?**
2. The data shows a breakdown of crowdfunding campaign outcomes into four categories: canceled, failed, live, and successful. The majority of campaigns fall into the "successful" category, with a total of 565 successful campaigns out of 1000. This suggests that a significant portion of the campaigns in this dataset have achieved their funding goals. However, there is also a noticeable number of "failed" campaigns, which indicates that crowdfunding success is not guaranteed.
3. The data includes a variety of campaign categories such as animation, documentary, music genres, books, games, and more. This diversity in campaign categories suggests that crowdfunding is used for a wide range of creative and entrepreneurial projects across different industries and interests.
4. The data shows that some campaign categories are more popular than others. For instance, the "rock" category has a substantial number of campaigns (85), indicating a high level of interest or participation in this genre. In contrast, categories like "animation" and "audio" have fewer campaigns, suggesting they may be less popular or have fewer crowdfunding opportunities.
5. **What are some limitations of this dataset?**
6. No Current Data
7. Imbalanced Data
8. Data Transformations
9. **What are some other possible tables and/or graphs that we could create, and what additional value would they provide?**
10. Geographic Analysis: Create a table or map chart to show the distribution of campaigns by country.
11. Goal vs. Pledged Amount Scatter Plot: Create a scatter plot that plots the campaign goal against the pledged amount.
12. Success Rate by Category: Create a table or bar chart showing the success rate (percentage of successful projects) for each category.