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

The distribution of backers is skewed, with most campaigns receiving a low number of backers. A significant portion of crowdfunding campaigns struggle to attract support. Despite the high number of campaigns with low backer counts, there seems to be a notable success rate among campaigns that do reach a certain threshold of backers. he relationship between funding goals and actual funding received could provide insights into the outcome.

# What are some limitations of this dataset?

External factors like the economy, what's popular in society, and what competitors are doing can affect crowdfunding results. But Kickstarter data might not include information about these outside influences. This makes it hard to figure out exactly how much of a project's success is because of Kickstarter itself. Kickstarter data usually only shows what happened during a certain time. This means it might miss out on seeing how crowdfunding changes over a long time. So, the things we learn from the data might not apply to crowdfunding in general.Top of Form

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

A graph that compares how long a campaign lasts with how successful it is can help creators decide how many days to run their campaign. By looking at this graph, creators can see if shorter or longer campaigns tend to get more funding. This helps them pick the right length for their campaign to improve their chances of success.

A map or graph that shows where backers are from can help creators see which areas support their project the most. This helps them focus their marketing efforts on those places to get more support.

A graph that shows how much money projects are aiming to raise can help creators see what's typical for different types of projects. This helps them set realistic funding goals for their own projects. A graph that shows how much money projects are aiming to raise can help creators see what's typical for different types of projects. This helps them set realistic funding goals for their own projects. A graph that shows how much money projects are aiming to raise can help creators see what's typical for different types of projects. This helps them set realistic funding goals for their own projects.

# Statistical Analysis

The outcome was mostly failing at low amounts of backers and was more successful at the median, it suggests that there might be a skewed distribution with a few extremely successful projects influencing the mean disproportionately. Therefore, based on the given information, it is likely that the median better summarizes the data in this context.