Three outcomes that I can infer from observing the data are firstly, that popular forms of crowdfunding are in the form of live performance activities, such as music, theater and film. Secondly, the goal range between 15,000 and 34,999 are the most successful percentage wise. And lastly, the most failed and canceled occurred during the month of August.

Limitations of the data set is the specificity of the categories provided, such as what genre of media was shown for film/video categories. A possible data point to include would be the average rating of the backers to see if there would be a strong correlation to its outcome.

The median is better to represent the data set because of the very skewed nature of the dataset in the lower extremities. Using mean to represent the data would not be accurate as not every project was successful with as many backers as other projects. The variability between successful and failed projects makes sense because successful projects essentially do not have a maximum limit of backers they can have, but failed projects are expected to have limited backers supporting them in relation the goal they have set.