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

56.5% of crowdfunding campaigns are successful.

Technology had the best success rate at 67% and games had the worst at 44%.

Campaigns created in July had the best success rate.

**What are some limitations of this dataset?**

There’s no way to try to correlate the reason some campaigns did better than others without more data. Maybe some data on advertising budget, social media presence, and user ratings could provide more insight. If we could see individual donation sizes we could tell if some campaigns were pushed along by outlier donations.

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

We could make a chart to compare the average donation size to the success rate and see if any of the industries have tendencies to get larger contributions.We could make a chart to see what categories do better in which countries.

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

I think the median gives a better understanding of the data. There are some wildly successful outlier campaigns dragging the mean upwards.

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

There is more variability with successful campaigns. This makes sense to me because an unsuccessful campaign is less likely to have large outliers. If a campaign had a large outlier number of backers then it would be a successful campaign, unless the goal was also very large.