Based on the provided data, I can draw three conclusions about crowdfunding campaigns. Firstly, the most successful campaigns were in the theater category, followed by film and video, and then by music. Secondly, campaigns launched in July, June, January, and March had a higher chance of success compared to the other months. And thirdly, plays were the most successful sub-category with 187 successful campaigns, followed by rock with 49 successful campaigns.

There are several limitations to this dataset. Firstly, the time frame only covers the period from 2010 to 2020, which may not accurately reflect current market trends for crowdfunding. Additionally, the sample size is limited to only 1,000 projects, which may not be representative of the entire crowdfunding industry. A larger dataset could potentially provide more comprehensive information.

Some other possible tables or graphs that could provide additional value include a scatterplot chart to show the relationship between the number of backers and the amount of money pledged for each campaign. This could help identify outliers or trends that a bar or line graph might miss. Another option could be a heatmap, which would provide data based on location to show where the most and least successful campaigns are.

Statistical Analysis

The median better summarizes the data since it is less affected by outliers in the data.

Based on my data, the standard deviation and variance of backers\_count are higher for successful campaigns, indicating that there is greater variability in the number of backers for these campaigns.