

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

July is the most successful month for crowdfunding campaigns.

Sub-category play campaigns have the most success by far.

Game campaigns fail more times than being successful.

- What are some limitations of this dataset?

Automation and scalability.

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

Donut Charts could give a good visual representation of crowdfunding campaigns. Using filters, you can precisely see how campaigns have performed.

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

The mean would be better to use in this situation because it is positively skewed. The majority of data will fall in the average range.

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

Successful campaigns have more variability. It makes sense that the unsuccessful campaigns have low variability based on their categories. It makes sense that theater, music, and film are at the top of the list in best crowdfunding events.