Crowdfunding is a way to raise money **online,** in my conclusion according to the data provided entertainment projects has more chance of success. On the information gathered too most country belong the funding are from the United States, summer time has the highest rate of success for each Parent Category. And lastly, I conclude the more backer supporting the campaign the more it will succeed.

The data did not include the age population supporting the program and the duration of the fund they received from the donor.

We can include the graphs that show the Outcome Goal of each Category, the chart showing if the duration of the campaign was created and ended has an impact in the Outcome.

Mean and Median will just give an estimate data on the presented information, not a detailed one.

The data presented has lack of consistency that may determine the success or failure of the campaign since the form of campaign is thru social media or digital content it limits to the population who can access it.