Crowdfunding Report

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

Upon reviewing the dataset, I noticed that crowdfunding campaigns tend to be more successful than unsuccessful ones. The proportion of successful campaigns significantly exceeds the number of failed campaigns, highlighting the overall effectiveness of crowdfunding as a method for achieving project goals.

Upon analyzing the dataset, it becomes evident that **Film and Video** and **Music** are the most successful categories in crowdfunding. These two sectors show a significantly higher success rate compared to others, indicating that projects in these areas tend to resonate more with backers and achieve their funding goals more effectively.

An interesting trend observed in the dataset is that campaigns with a higher number of backers tend to be more successful, while campaigns with fewer backers are more likely to fail. This suggests that the number of backers directly correlates with the success of a crowdfunding campaign, where a larger and more engaged backing base increases the likelihood of reaching funding goals.

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

The dataset could include analysis of trends over time, including post-success and the long term affect it has had.

The size of the dataset is only 1,000 which can limit the actual number of projects. If it were larger, it would help us to have a bigger insight.

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

A graph illustrating the countries with the highest success rates. This could provide insights into the regional performance, letting us analyze and compare which countries were more successful.

A graph showing how the currency is distributed would be helpful because it would provide a clearer picture into the geographic diversity of backers, and it would show us how different currencies can affect the total funds raised.