**Background**

Crowdfunding platforms like Kickstarter and Indiegogo have been growing in success and popularity since the late 2000s. From independent content creators to famous celebrities, more and more people are using crowdfunding to launch new products and generate buzz, but not every project has found success.

To receive funding, the project must meet or exceed an initial goal, so many organizations dedicate considerable resources looking through old projects in an attempt to discover “the trick” to finding success. For this week's Challenge, you will organize and analyze a database of 1,000 sample projects to uncover any hidden trends.

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

The Category that had must successful funding is Theater, followed by Film and Video.

All though the most successful category in the countries is Theater, in GB Film and Video is more successful than Theater where only 5 out of 10 projects were successful.

July is the most successful month of the year to crowdfund.

* What are some limitations of this dataset?

Some limitations are on the backers’ demographics (e.g.): Age of the backers to understand the correlation between the Category and what they are interested in funding.

The blurb does not add any information to analyze any trends.

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

As we have different currencies depending on the country, it would make sense to convert all into one currency and compare each industry and / or parent category and the amount funded: the most accepted one is US Dollars.