Michael Moore 09/21/23

* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + 1. Base off of the provided data, there is a greater chance of success than failure consider there is a greater number of successful campaigns than not.
  + 2. We could also determine that entertainment such as Music, Tv, Theater and Games seems to garner the highest percentage for success. Averaging 50% or more success rate.
  + 3. June seem to be the most successful month with the highest percentage of successful outcomes of about 63%.
* What are some limitations of this dataset?
  + Our data is limited to the hard values of wins and losses but does not include who the backers are and the demographics. Such as Gender, age, race, country etc..
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + We could include who the backers are and the demographics. Such as Gender, age, race, country etc in order to market to these individuals for a potential increase I success rate.