Crowdfunding is a way to raise funds for a specific cause or project by asking a large number of people to donate money, usually in small amounts, and usually during a relatively short period of time, such as a few months. After organising and analysing given dataset of 1000 sample projects following insights can be highlighted.

1. Conclusion about Crowdfunding campaigns:

* Most crowdfunding campaigns were held in Theater category, this category also have a large number of successful events. Whereas Journalism has the least number of campaigns but have a 100% success rate in running crowdfund campaign.
* Within subcategory “audio” and “world music” has a 100% success rate. Top three category with maximum number of campaigns are Theater, film & video, Music.
* AS per provided dataset, most crowdfunding campaigns were held in US (763 out of 1000). Within this dataset, very first campaign was created on 1/9/10 in US by Walker Ltd.
* Success rate for all campaigns remain linear over the last quarter of the year.

1. Limitation of dataset:

This dataset fails to give more information about actual pledged for each campaign. It’s hard to estimate donations achieved by each backer’s account.

3) Other possible tables/charts:

With given dataset we can plot “Scatter plot” using two quantitative variables, Pledged and backers\_count. This will help us to understand a correlation between them.

Also, “bar chart” can be plotted for Sub\_category and backers\_count to understand backers\_count per sub\_category.