**Written Report for Challenging #1**

**Q1.** Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?

* More Than %56 of projects meets the goal.
* Film &video, music and theater’s parent category get more success than others (around %69 0f whole success)
* Play’s Sub-category take more than%34 of entire success between 24 sab-categories.

**Q2.** What are some limitations of this dataset?

* Campaign duration is not same for all.
* Many faille’s goals number are so close to success, but we don’t consider them as success projects.
* %60 of project located in range of under 1000 goal and %30 of other put in more than 50000 Goal, while just %10 of them is in a wide range. (10000 to 50000)

**Q3.** What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

As the projects duration are different, it is better we have a column for it and draw a table for outcomes based on duration range such as week, month ,3 months, 6 months , one year and more than one year.