**Report**

Based off of the Kickstarter and Indiegogo data, certain conclusions can be determined. One conclusion that can be drawn from the data is that overall most campaigns end in success instead of failure. There are also many more campaigns created during the early-mid Summer in June and July. Additionally, theater plays were by far the largest category of crowdfunding campaign.

The data does have limitations, as it originates from only two specific crowdfunding sites which might attract specific demographics to use. This might mean that other crowdfunding sites might greatly differ, and this data might not be able to be generalized past the specific websites, Kickstarter and Indiegogo. Additionally, How these sites are organized or managed might greatly impact the data, and how these sites data mix together in general. For instance, Indiegogo states that creators are not required to refund backers if the goal is not met, while Kickstarter states that the amount funded is refunded completely if the backed amount does not reach the goal by the end of the campaign.

More tables and graphs that could be made are goal vs pledge amount by category, pledger quantity by category and average donation by category. There could be categories that are major outliers in expectations from how much backers would contribute. If pledger quantity and average donation is checked with a table/graph, more can be found about how much public excitement tends to gravitate for certain (sub)categories.

**Statistical Analysis**

For the number of backers for successful and failed campaigns, the median is a much more accurate portrayal of the data. I believe this because there is an unusually large variance and a large standard deviation for both successful and failed campaigns. The standard deviation is six times larger than the median for successful campaigns and around eight times larger than the median for failed campaigns. Since the values can not go lower than zero, we know the vast majority of the population is going to be closer to the median than the mean, as most of the extremely anomalous campaigns will only skew far right to the median.

The successful campaigns also have more variance. This makes sense as successful campaigns are the only ones that can have anomalous values from having extremely successful campaigns that far exceed their goal, since a failed campaign would become successful if it passed the goal threshold. Failed campaigns are by definition unable to have extreme data points as successful campaigns, explaining the lesser variance compared to successful campaigns.