Questions:

1. Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

With the data provided it looks like Journalism is the most successful crowdfunding followed by Technology and Publishing. Audio Journalism specifically was 100% successful. The best time to start Crowdfunding is in either Jan or Aug.

One limitation of the data sheet would be that it's only for 1000 people. That’s not a very large sample size to base crowdfunding for countries to go off. Another one would be that it doesn’t give the percentage of what was successful just how many were. The Plays data is a bit misleading. Just because we did a lot doesn’t mean that it was a successful endeavor like Journalism was and we only did 4 of them.

I would add a percentage of success rate for the crowdfunding projects. I would also add how long it took to successfully fund the projects. I think it would help develop a better timeline for getting the project funded from beginning to end.

Questions:

1. Write a brief compelling justification of whether the mean or median better summarizes the data.

I would use the mean. It takes the average of all the data and would give you a much better representation of the “middle” of the information to give a safer crowdfunding.