Of all the crowdfunding events that were organized, theater and plays were the most used categories. Journalism, on the other hand, had the least number of crowdfunding events, although it was the most successful in terms of funding. Among all the events, games had the highest failure rate, while photography had the lowest failure rate. Photography also had the highest cancellation rate, while games and technology had the lowest cancellation rate.

From the data provided, it is evident that photography was the most successful, while theater was a widely used category for crowdfunding throughout the year, followed by rock. The data also indicates that events where people could watch performances attracted the most participants.

In terms of the entire year, July had the highest number of successfully completed crowdfunding events, while January had the most events that ended in failure. August had the highest number of cancelled events throughout the year.

Based on the data provided, there is no definitive way to determine if the donations originated from employees or customers and clients. Additionally, for some of the events, it is unclear if they were attended by individuals or families. Moreover, there is no conclusive evidence to determine if the events were recommended by individuals who previously attended, or if newcomers learned about the events through other channels.

A pie chart could be used to provide a more detailed representation of all the events in total. By using a "pie of a pie" chart, individual segments of the pie can be highlighted to visually depict the breakdown of each category, such as event cancellations, failures, successes, or events that are still ongoing, more effectively.