# Module 1 Challenge: Crowdfunding Analysis

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

1. Data shows that campaigns launched during summertime performed better.
2. Theater had the most successful campaigns, as well as the most grossly over funded. Although the percentage of success to failed is not largely significant to other categories.
3. Games, technology, and films are also grossly over funded categories.

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

* Country is too broad – should be broken up into states or regions.
* Currency should be converted to one metric to properly gauge the success of the campaign.
* Journalism only has 4 companies, probably not a large enough pool to draw an accurate assessment and does not give any additional informational information except for audio. What kind of audio, what industry or topics were they creating.
* There are not enough sub-categories.

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

* I wish there was a statistical analysis for per backer and per goal and a filter for categories and more detailed geographical locations.