# Crowdfunding Dataset Challenge

* By far the most common category of crowdfunding campaigns was theater
* Mobile games and science fiction were the least successful sub-categories.
* Technology related projects were the most successful.
* June and July were the most popular months for starting crowdfunding projects.

Limitations of the data:

Some categories have a very small number of projects, so you can’t be sure if the success rate is accurate or not.

Other graphs that would be helpful:

A 100% stacked column chart would be helpful for showing which categories of crowdfunding projects were most successful, instead of focusing on the number of attempted projects in each category.

A column chart that showed the average donation size by category would show if people usually gave more money toward certain types of projects vs. others.

Statistical Analysis:

* The median is probably a better summary of how many backers each project gets. There are some outliers that make the mean number quite a bit higher than the actual number of backers for most of the projects.