The dataset refers to the possible outcomes of crowdfunding; Successful, Failed, Cancelled, and Live. it shows that 56.5% of the 1000 campaigns were successful, and only 2.8% of those successful ventures went live. We can conclude theater is the most successful, but more film and video campaigns went live. The summer months of June and July have the most success out of any of the twelve months.

The dataset limitations could refer to the categories. There is the least amount of data within the Category and Sub-Category. Campaign types were most likely not even considered, even though it is a large data set, I believe it is limited within itself. I also think the time frame given are a limitation, some failed within days, some succeeded with more than a week.

There are many outliers in this data. I believe there is a big difference between the mean and medium, however, using the mean is a good insight to how the dataset looks at first glance. The variability lies within more successful campaigns. You have more options and campaigns to succeed. It makes sense, because the nature of crowdfunding is to get backers. More backers believing in your campaign can be a beneficial, but it doesn't necessarily mean success.