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?
4. Given the data from the crowdfunding campaigns, we can see that plays were the most successful. Also, it shows us that plays were also very unsuccessful since only 187 were successful while 132 failed – also it had the most cancelations out of any other category. Another observation from this data is that audio and world music both had 100% success, with no cancellations also.
5. The limitation of this dataset is that we only know the outcome and not how the data was gathered, like how was the funding done? Was it through a fundraiser event or just going door to door asking for donations?
6. Another graph we could possibly create would be to compare successful categories in different countries. With this data we could see which country a specific project should be marketed to in order to get the most funding.