**William Walker**

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

Three conclusions are that projects were more likely to succeed than fail, plays had both the most campaigns and the most successful campaigns, and the only category to have more failed campaigns than successful ones were those under the category “Science Fiction”.

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

Some limitations include not converting funding goals to a single currency ($,£,€), no donation medians (what’s the typical donation), or donation mins and maxes (anyone donating major amounts to fully fund the projects)

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

Some graphs that would be helpful is seeing outcomes vs year (to see if there is any significant change in success or failure of project results), and maybe a graph based on time window of a campaign accepting pledges vs outcome.

**Statistical Analysis:**

1. **Does the mean or the median better summarize the data?**

The Median better summarizes the data, since the median of successful campaigns is greater than the median of the failed campaigns.

1. **Is there more variability with successful or unsuccessful campaigns?**

Successful campaigns are more varied with the number of backers than failed campaigns.

1. **Does this make sense?**

This makes sense.

1. **Why or why not?**

This is because the standard deviation of the outcomes are not wildly different in size from one another.