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

We can conclude that plays are some of the most attempted crowdfunding, whether successful or not, whereas journalism is one of the least popular crowdfunding categories. We can also conclude that a very small percentage of crowdfunding projects get canceled.

What are some limitations of this dataset?

The dataset does not give any information on why the canceled projects were canceled. It also does not share any direct effects that spotlight and staff picks might have on a project.

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

We could create a graph that compared the amount of backers to the category, that could show us which categories gain the most amount of support (not just the sheer amount of projects in the category). We could create another

Bonus Sheet: *Use your data to determine whether the mean or the median summarizes the data more meaningfully.*

The median displays the data more accurately, the large difference between the two indicates that there are significant outliers in either data set, making the mean not particularly representative of the data set.

Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

There is more variance among the successful campaigns. This is because successful campaigns have to hit their required amount, but can continue to exceed that amount to an undetermined amount, however, the failed campaigns have to have anywhere from none, to under their required limit. This puts a ceiling on the amount of backers failed campaigns can have, the opposite of the successful.