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

Theater is the top campaign followed by film and video and then music.

The worst categories are journalism, food and games.

* 1. Within The Theater category plays have the most success. Then rock music, followed by web and documentary.
  2. The success rate does not seem to vary significantly by month or time of year.
* What are some limitations of this dataset?

Most of the successes and also campaigns are grouped in the 0 to 10,000 goal campaigns. However, the greatest percentage of wins are in higher goal categories: 15,000 to 49,999. It would be helpful to get more samples for the higher goal categories to determine how that would change the success rates.

The worst campaigns, journalism, food, and games, have far smaller sample sizes.

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

Backers count for each sub category to determine how that results in successful campaigns.

Length of the campaign and number of backers to determine how that results in success.

How average donation affects the success rate.

* Use your data to determine whether the mean or the median better summarizes the data.

The median better summarizes the data because average number of backers doesn’t have goal or donation per goal information.

* 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 variability with successful campaigns. The variance and standard deviation are greater. Yes it makes sense given that there are more successful campaigns with a greater variance in the number of backers.

Backers count for successful campaigns range from 98 to 1425. For failed they range from 24 to 452, if we throw out the one data point with 0.