- 1. Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
 - a. Journalism being an outlier with minimum projects and where there has been no bad project (Canceled or Failed)
 - b. From June-August, so mid-year, we see a spike in failed projects. Successful projects come to a slow down then pickup late quarter 3 to quarter 4.
 - c. Theater/Plays seem to be the most crowdsourced project with a maximum of 344.
 - d. Quarter 1 and 2 seem to be where most successful projects have a deadline.
- 2. What are some limitations of this dataset?
 - a. Some limitations of this dataset are missing countries, other areas can be hosting their own crowdsource projects.
 - Determine how often the project updated their backers. (For Example: Projects on kickstarter post updates throughout the life span of the crowdfunding goal. I believe number of status updates will have a correlation on a successful project than a lesser updated project)
 - c. We do not have a domain for these projects. Could be hosted on different sites, yielding different results.
 - d. Quantity from different years
- 3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
 - a. We could create a box and whisker plot to determine the backer count outlier and average quartile for successful/failed projects.
 - i. This will be able to give us an insight on backer count and the confidence in projection of the project being successful or not.
 - b. We can also create another graph containing country as axis labels determining if region is showing any indicator.