1. Three Conclusions drawn from Data:
2. Crowdfunding was mostly attempted in theater, followed by film & video, then music.
3. In music the most successful crowdfunding campaigns were jazz although rock had the most campaign attempts with the second most percentage successful.
4. Technology had the most percentage successful.
5. A limitation of the dataset is that the sample size is only 1000 which, with a larger set a clearer conclusion could be made, it is also not clear how the data was collected meaning it could be biased to some industry.
6. We could analyze the successes within subcategories of parent categories to get a more specific understanding of crowdfunding campaigns within specific industries.