**Write-Up**

Three conclusions that we can draw about crowdfunding campaigns given the provided data are:

1. A large proportion of crowdfunding campaigns, according to the data, are related to theater, music, and film & video, and the largest category of crowdfunding campaigns, according to the data, is plays.
2. The largest numbers of successful crowdfunding campaigns are during the summer months, specifically June and July.
3. Over half (56.5% to be exact) of all crowdfunding campaigns are successful.

Some limitations of this dataset include an inaccurate representation of the bulk of crowdfunding campaigns, since in the real world most crowdfunding campaigns are not related to theater, music, film, or video, as well as the lack of a standardized currency since the different currencies that the crowdfunding rates have vastly different values. For instance, 1 GBP = 1.27 USD, and that is not accounted for.

Other possible tables and graphs we can include are average donation by parent category/subcategory and country/currency, average goal by parent category/subcategory and country/currency, and average donation by month/year.

Regarding the values for number of backers for successful and unsuccessful campaigns, it is clear that the median summarizes the data significantly better than the mean, as the mean is highly skewed towards campaigns with large numbers of backers. There tends to be more variability with successful campaigns, as the data suggests the standard deviation for successful campaigns is higher, which makes sense due to the fact that successful campaigns tend to have more backers, on average.