Crowdfunding Data Report

1. Three conclusions

a. Plays were the most common projects, with the amount of successful and failed ones almost being even

b. The publishing industry had no canceled projects

c. Both failed and successful projects tend to follow the same trend

2. Some limitations include that there a very many outliers in the data set, which could skew results.

3. Some tables and graphs that we could include are ones showing the most successful categories vs the most unsuccessful ones, and something showing the life of these projects campaigns for successful and unsuccessful ones.