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. In general, there were more successful projects than failed ones.

2. Some limitations include that there a very many outliers in the data set, which could skew results, and the data set is not normally distributed.

3. Create a table/graph that excludes the outliers