Report on Crowdfunding Data:

1. The three conclusions on the provided data:

* The success outcome rate of the presented data is higher than the failure outcome rate.
* The most popular Category/Subcategory is theatre/plays.
* The considerable majority of the Crowdfunding have been launched in US.

1. Some data set limitations:

There are many more variables to be considered for a success dependency to be found. Some of them might be: if the crowdfunding is donation-based or investment-based, if it is service or product oriented, etc. Also, as Crowdfunding is first an idea, then the way this idea is presented would play a big role in its success.

1. Some other tables/graphs:

* Success rate per Category and Sub-Category table: reveals that Journalism with sub-category “audio” and Music with sub-category “world music” have 100% success rate. (Success Rate tab).
* The established Goal amount for the Successful outcome has both mean and median indicators much lower than for the goal amounts set up for the unsuccessful campaigns. That, together with the smaller standard deviation shows that low-cost campaigns are more likely paid off. That would be logic to assume, that the backer would most likely invest in something he will think would raise the goal amount, and thus he will be most likely rewarded, in case of an investment or some other beneficial based program. (Goal tab). This has been calculated based on USD currency, because the whole data mostly consists of USD crowdfunding, we can also convert the other currencies in USD.

Statistical Analysis:

* Both number of backers for successful and unsuccessful outcome is distributed non-symmetrical. In this case the median is more useful because the mean is distorted by outliers.
* There is more variability with successful campaigns. It does make sense because (even so the number of backers depends on many variables) the successful campaign would assume a larger number of backers than the unsuccessful one and the variability of the larger data pull is most likely. Also, there are more successful campaigns then failed that would also enlarge the variability.