Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?

Plays/theaters both had the highest number of successful campaigns along with the most failed however still tops the rest with the highest amount of vesting in the category.

July is the most successful month with successful campaigns, second is June and third is January.

The outcomes based on goal does not show a clear picture of success because the variation between the income can show 100% success with a low number of total campaigns across successful is minimal versus the lower successful campaigns all had more successful / failed attempts.

What are some limitations of this dataset?

It’s focused looking at the events of successful, canceled, failed and live campaigns with minimal criteria for filtering instead of looking for other data that could reveal deeper insights as to why a campaign failed or canceled.

What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

A possible graph would be to create a stacked chart for successful campaigns filtered through by currency origins. An example would be the currency and donation could be compared to see what regions spend more.

Use your data to determine whether the mean or the median better summarizes the data.

The medians are better because of the few random low and high numbers (outliers) are present.

Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

Theater, music, film & video all have the highest rate of variability as they are a form of entertainment, and the lower ones are smaller campaigns to start (not entertainment).