* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + On average, they succeed more often than fail.
  + They were least successful during Q3 on average from the year 2010 to 2020.
  + Plays are far more crowdfunded than any other category.
* What are some limitations of this dataset?
  + No reasoning as to why they failed vs cancelled. Some were almost fully funded and they still failed or were cancelled. Having this information could assist in avoiding the same issues in future crowd funding projects.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + Average donation compared to category or sub category. This would allow you to see what people are will to spend more money on to crowd fund. I was able to visualize this with a simple pie graph where you can filter by Parent and Sub-Category.

BONUS:

* Use your data to determine whether the mean or the median better summarizes the data.
  + Median. There are a lot of high value projects which skews the average.
* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
  + There is more variability in successful campaigns. This makes sense because there are a lot more samples for successful outcomes as well as more high dollar projects.