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

1. Overall Crowdfunding is a successful method to attract possible investors especially if you are trying to fund a play in a Theater.
2. There are a lot more backers for projects with goals under 10,000 or over 50,000.
3. Projects between 10,000 and 50,000 have a higher successful percentage rate with a smaller number of projects compared to projects under 10,000 or over 50,000.

What are some limitations of this dataset?

Some limitations to this dataset are the sample size and the date range. We only had 1,000 samples to analyze. Such a small sample can skew the results. Also, the date range for the samples were taken over from over a decade of projects. Investors’ behaviors could had significantly changed over that time.

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

Some viewers of this analysis may prefer to see bubble cloud charts to compare the projects or a ordered bar chart to rank the success of the projects.