**Report**

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

The graph below shows the campaign results in different in different categories. The most frequent category is theater. Also, entertaining campaigns such as film & video, music and theater tend to be more successful compared to others.

The graph below shows the campaign results in different in different sub-categories. The most frequent category is plays, and it is significantly higher than others. It also has decent success rate. This means plays are most likely the favorite in these crowdfunding campaigns due to many factors.

The graph below shows the campaign results in different in different months of the year. The campaign success rate peaks during summertime (May – Aug). It might be due to people spending time for holiday during this time period.

What are some limitations of this dataset?

The sample size (1000) is relatively small compared to the population of Kickstarter/Indiegogo.

The campaigns are based on many different countries, thus there are many variables that can affect the results (culture, etc.)

The data is heavily skewed.

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

Campaign results vs. countries to see which country tends to participate in these types of crowdfunding.

Campaign results vs. length of the event to see how the results can be affected by the length of the campaigns.