Crowdfunding analysis Report

What are three conclusions that we can draw about crowdfunding campaigns?

* The Campaigns in the parent categories of "Art," "Film & Video," and "Music" have higher success rate than other parent categories.
* The highest amount of funds raised is in the "Technology" category, followed by "Design" and "Games."
* The campaigns from the United States tend to raise more money on average than campaigns from other countries.

What are some limitations of this dataset?

* The dataset only includes information from Kickstarter campaigns and may be different in crowdfunding platforms.
* The dataset only includes information about three variables (duration, goal, and backers), an ignore some other factors like marketing, timing, and external events could also impact the success rate.

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

* A graph or chart showing the relationship between the campaign category and the amount of money raised.
* A table or chart comparing the average funding goals and average amount of funds raised by country.