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Three conclusions from data provided:

1. Based on the data given we can derive that the most of the campaigns are successful, subcategories such as animation, documentary, drama, food trucks, indie rocks, nonfiction, photography books, plays, rock, televisions, translations, video games, electric music, wearables, and web are the most successful with the highest rate of success. On the other hand, subcategories such as animation, drama, fiction, food trucks, jazz, metal, mobile games, radio and podcasts, science fiction, and shorts have the highest number of failures. According to the data given from Crowfunding, the success and non-successful rates depends on the number of times the campaign is held and how much it is funded for.
2. It has a few limitations such as not providing the population of people who funded nor the amount given as to how non-successful or successful it has been. Also, there is no data on which projects bring in the most money after being launched.
3. A bar graph visualizing the Precent Funded would show how successful a campaign was,

as some had very great results, while others failed very poorly.

A table showing the most successful categories/subcategories versus the most unsuccessful categories/subcategories and detailed data into each category/subcategory’s level of success such as to measure rate per category/subcategory, median, max, and min founding goal/target per category/subcategory.

Display showing the average timelines, how much time companies/organizations have to complete the campaign for the most successful and least successful types of programs.

Display or graphs that break up each category into its specific subcategories to uncover what makes different types of organizations successful.

* The mean better summarize the data because the medians are to low considering how high the maximums are, and how abundant higher counts are in datasets.
* There is more variability in a successful campaign that the unsuccessful. This makes sense.