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

* Theater, Film & Video, and Music had the most successful categories and the most failed with plays being the most successful and most failed sub-category.
* Summer months had the most successful crowdfunding campaigns. While time of year did not play a large role in canceled or failed campaigns.
* Most campaigns had goals between $1,000 to $9,999 or greater than $50,000. Goals were most successful between $1,000 to $4,999 but had fairly equal chances of being successful or failing with goals between $5,000 to $9,999 and goals over $50,0000.

1. What are some limitations of this dataset?

Success was only measured if they beat their goal but does not mean anything else. Their goal may have been too high or the play, film, etc may have still be completed even though they didn’t reach their goal. Also even if they reached their goal, the project may have failed or their goal was inadequate to complete their project due to unforeseen complications.

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

Backers count and average donation in relation to success. Percent Funded of successful campaigns related to categories. May shed more light on popularity of categories and how much more successful they really were. Maybe duration of the campaign plays a role in relation to success as well.