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

Three conclusions we can draw from the data.

1. During the summer months (May, June, July), there is an increase in successful projects and decrease in failures.

2. Film, video and theater have the most successful outcomes

3. Journalism is always successful. Having a 100% success rate.

**What are some limitations of this dataset?**

Some limitations of the data set are that there is no set expectation for each category. Since there are no set expectations or limitations causing a large variance in the data set. Another limitation can be an industry bias, where this data is collected. For example: the data is collected from a visual arts crowd funding source. Comparable to Kickstarter, where most crowdfunding is done for game related funding. While IndieGoGo is more for, tech and gadgets.

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

A chart that can be created is a bar and line chart to highlight the contribution of successes and failures from staff pick and spotlight.

Another pie chart that can be created is using counties and the amount donated, to show which country donates the most.

**Use your data to determine whether the mean or the median better summarizes the data.**

The mean better summarizes the data due to a large variance in backers.

**Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?**

There is a larger variance in successful campaigns. This makes sense because the success of a project is also largely dependent on their goal. While majority of them have goals from 1000 to 10000, or greater than 50000.