Conclusions

1. Theater category gets more backers as compared to any other category, but journalism has 100% success rate.
2. Based on data there are 565 successful projects from 1000 project samples. So, chances project getting successful is more than project failing or getting canceled.
3. Projects which have goal between 15000-24999 and 30000 to 34999 ha 100% success rate.

Limitations

1. There are four distinct types of crowdfunding charitable (donation), equity-based, reward based, and loan based. But our sheet does not specify type of crowdfunding.
2. Categories Food, journalism, photography, theater have only one subcategory food truck, audio, photography books, plays respectively. So, need more dataset on these categories.

Other possible table

We can create table to display number of categories get funded each year

Count of backers_count	Column Labels											
	⊞2010	⊞2011	⊞2012	⊞2013	⊞2014	⊞2015	⊞2016	⊞2017	⊞2018	⊞2019	⊞2020	Grand Total
Row Labels												
film & video	12	26	16	14	17	19	17	20	19	18		178
food	2	6	4	3	3	3	6	7	6	6		46
games	5	3	6	7	6	7	4	4	1	5		48
journalism					2					2		4
music	21	21	14	12	20	17	19	14	22	14	1	175
photography	7	4	4	3	5	4	2	4	4	5		42
publishing	10	4	8	5	9	7	6	4	7	7		67
technology	8	6	13	12	9	14	10	7	9	8		96
theater	43	33	19	32	31	34	34	41	34	42	1	344
Grand Total	108	103	84	88	102	105	98	101	102	107	2	1000

Statistical Analysis

• Mean is higher than median in both successful and failed projects. Mean summarizes data best in both cases as we see maximum is much higher.
• Successful data set is bigger as compared to failed projects. Also, there is more difference in minimum and maximum. Due to that there is more variability in successful data set.