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**Questions**:

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

2. What are some limitations of this dataset?

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

**Answers**

1. June and July seem to be the months with higher rates of successful campaigns.

Journalism has 100% success rate although the attempts are too little to matter.

Theater has an almost 54% success rate, music has a 56% success rate and technology 66% success rate all showing promise compared to the total number of campaigns for each.

It appears that is not worth it to continue campaigns in the games nor food categories. The rest of the categories have at least a 50% success rate while food and games are no more than 48% successful.

2. Some of the data may be considered outdated, and this may limit its usefulness. The span of time for the data is over 10 years and there could be factors that affect the outcome through time for the campaigns.

The dataset doesn’t specify why there were issues with certain campaigns, we can assume they failed for a variety of reasons, but we don't have column that specifies why.

3. We could create a graph showcasing the campaigns by country to study the location of each campaign and what category each regions favors.

we could also create a graph to study the funding per campaign per region. This allows us to know where to focus certain campaigns and how much is raised in each location.