**Crowdfunding Report**

Given the data provided about Crowdfunding campaigns, the three conclusions I took away were:

1. Theater, film & video, and music were the top three categories for crowdfunding campaigns by amount.
2. The plays sub-category had by far the most crowdfunding projects.
3. Crowdfunding projects reach a height in the number of projects started in July and then sharply dropped to the lowest point in August. June going into July seems to be the best time to start a crowdfunding campaign.

Some limitations of the datasheet are that it does not factor each source of backing and how that effects show rate. For instance, if arts program consistently back new plays to be crowdfunded there is an advantage to starting a play versus something else.

The data is general, but the results may be based on a more case by case basis. This data set has no way of showing this.

Another table that could be created is one showing the length of time of each project and how that effects the success of each project. This could show that there is a trend between length of time and project success.

**Statistical Analysis**

I believe that the median better summarizes the data for each data set. It provides an un-skewed average of the number of backers with each project. The only outlier being the category for arts. This skews the mean higher and sets an unfair expectation for the average number of backers per project.

Ther seems to be more variance in failed campaigns than with successful ones. This makes sense because most people won’t back a campaign they aren’t familiar with.