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

* Theater, music and film/video had the 3 highest quantity of crowdfunding campaigns from 2010 to 2020.
* From the three categories mentioned above, plays had the highest quantity of crowdfunding campaigns between 2010-2020 and world music had the lowest.
* From 2010-2020 the average number of successful crowd funding campaigns were always higher through all 12 months of the year than the number of failed campaigns.

What are some limitations of this dataset?

* Limitations of this data set include the small amount of background information we have on these startups.
* Another limitation could be the quality of the data that was collected. We have no information on how this data was collected.

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

* A graph that shows the amount of money raised vs. time would be a useful visualization. Looking at the data, some businesses have 7+ days to raise money while some only have 24 hours.
* A graph representing the individual investments by all the backers vs. the average investment could be a valuable piece of information. This way we could account for any extreme outliers that may have skewed the data.
* Another piece of useful data would be the crowdfunding platform they raised their money through. For example, Indiegogo versus Kickstarted vs GoFundMe. All these platforms have different restrictions and levels of flexibility.

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

* In most cases, the mean would be the best median if there were an even distribution.

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

* According to the variance, there is more variability in successful than unsuccessful campaigns. This makes sense because there is no ceiling for how successful a campaign can be, but an unsuccessful campaign cannot do worse than $0.