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

More than half of the projects were successful and only about a third failed.

People support more projects during the summer and the least during the winter holidays.

Over two thirds of the campaigns are focused on the entertainment industry (music, film & video and theatre).

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

Some outliers that we have on the data, the sample that might not be diverse enough since there are only 7 countries.

* **What are some other possible tables and/or graphs that we could create, and what additional value would they provide?**
  + The age of the users the projects were aimed at; this could give us an overview of the age ranges that support crowdfunding projects the most.
  + The percentage of successful/failed projects by countries; this would tell us if a population is interested in crowdfunding projects or not.
  + The conversion rate of the different currencies; it would be ideal to have them all in the same currency so that they are easy to compare.
* **Use your data to determine whether the mean or the median better summarizes the data**.

I’d say that the **median**, since it is the number that divides the data into two halves; the median (**201** for successful outcomes) here would tell us that the data is more on the lower values than the mean. The min value is **16** and the max **7295**, so the mean might be affected by the higher values than the median.

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

Given the standard deviation, variance, and by looking at the scatter graph I’d say that there is more variability with successful campaigns; the data seems to be more focused and ordered with the failed campaigns:

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