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

About 42%, almost half, of all campaigns will fail or be cancelled.

Not many campaigns are about Journalism. However, the few that are always meet their pledge goals.

Plays are by far the most popular campaign.

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

The data is only coming from Kickstarter and Indiegogo. There are other crowdfunding sources not included.

The data is only a small sample of all the projects that occurs during the little over 10-year period.

One the biggest piece of information that I think was missing from the data is weather there were any rewards given for the backer’s pledge. I think compensation could play a huge role in weather a project goal is successful or not.

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

A possible table of success rate by country. This will show us if region plays a role in if a campaign will be successful or not.

Analyzing a graph by staff pick and spotlight would show if there were any basis in the data.

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

No, the mean and median only shows the number of backers. However, I do think it helps explain the difference between weather a campaign is successful or not. The more backers you have, the more likely you are to be successful.

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

There is more variability with successful campaigns. This does makes sense, because the number of successful campaign backers is farther from the mean. This means the squared difference will be larger causing the variance to be larger.