**Three Conclusions**

* Most crowdfunding projects were in the category theater
* Most crowdfunding projects were in the sub-category were in plays
* There is a spike in projects during the months of June and July

**Limitations**

* The data can change due to some projects still being live
* The data could be affected by different countries’ currency exchange rates

**Additional Tables/Graphs**

* Graph showing the affects of projects which run longer vs shorter in terms of success rate
* Graph showing success of projects based on countries

**Summary of Statistical Analysis**

* The median better summarizes the data.
* There is more variability with successful campaigns than failed campaigns. This makes sense since the number of backers could vary between successful campaigns.