**Crowdfunding Report**

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

1. **Crowd fundraisers are more successful during the Spring-Summer season.**
2. **Technology related crowd fundraisers have a better success to failure ratio. Even though theatre crowd fundraisers are more successful, they fail about equally as well.**
3. **Web, wearable, rock subcategories have a higher success to failure ratio than other subcategories.**

* What are some limitations of this dataset?

1. **Since it is a relatively small dataset, I believe it has a small sample size that may hinder the accuracy of and purpose of analysis for creating a successful analysis with accurate insights.**
2. **I also believe that the data is outdated since it doesn’t capture the most recent that as 2020 contained a major shift in events this is important to capture to have an accurate analysis.**

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

**It would be interesting to see what categories/subcategories have exceeded their goal by the most with more data on what activities these specific fundraisers did. We may uncover correlations that made some fundraisers not only reach their goal but blow it out of the park.**