**Three Conclusions**

Based on the data given within the spreadsheet, I found that 56% of funding projects are successful. We could discover how many projects were successful through a filter command, which helped us find the percentage of success. From pivot table 1, I gathered that the entertainment projects were more popular in the crowdfunding space, more specifically plays, given the number of projects attempted, and seemed to have the most success. The goal analysis pivot table shows that from 15,000 to 49,999, it had the highest success rate for projects.

**Statistical Analysis**

Yes, in this case, I believe the median better describes the data because there is no symmetric distribution within the data, given that there is a big difference between the maximum values and minimum values.