

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

The general public are more generous in December, and drop support in January, February, October, and November. Failed campaigns have fewer than 40 backers in a month, with successful ones having over 40 most months. The most successful campaigns are those for plays.

- What are some limitations of this dataset?
It does not show us trends over years as a graph.

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

Other tables and graphs we should look at include deeper analysis of average donation by month to estimate more exactly people's charity, category and sub-category analysis by month to see whether there are trends people want to see at different times of the year, and whether launch date of the campaign has any statistical significance on it succeeding.