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

* The most successful campaigns were launched in June and July dropping by a small margin in August . We could make the assumption that the reason for the success during those month are when schools are not in session but we would need more data to prove this assumption.
* The theater, film & video and music are the most successful categories with specifically plays being the most funded subcategory.
* Music and Film video were the second and third highest successful category.
* It is interesting to note that radio and podcasts were about equally successful and unsuccessfully

What are some limitations of this dataset?

* Size of the data set
* Locations of where the campaigns were launched
* Demographics and Income could pay a factor into the type of data generated by the campaign
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + Creating a pie chart for the percentage of which category was successful which could give an instant visualization of which campaign would need to be dropped or revised for future planning
  + Line chart under to denote incremental succession for one or more campaigns over the course of each month

#Background

>Crowdfunding platforms like Kickstarter and Indiegogo have been growing in success and popularity since they began in the late aughts. Everyone from indie creators to famous

>celebrities have utilized crowdfunding to launch new products and generate buzz, but not every project has found success.

#Analysis

Getting funded on a crowdfunding website requires meeting or exceeding the project's initial goal, so many organizations spend months looking through past projects in an attempt to discover some trick for finding success. For this week's homework,

you will organize and analyze a database of 1,000 generated sample projects in order to uncover any hidden trends.