Within the data provided, we looked at crowdfunding outcomes and whether or not they would end up being successful or not. The first, and most simple, conclusion that can be reached is that significantly more crowdfunding campaigns are seen through to their conclusion than are cancelled. Whether they are successful or failures, completed crowdfunding campaigns account for over 94.2% of the total of non-live campaigns. Secondly, crowdfunding campaigns are not impacted by season or month and are relatively reliant of falling within the standard deviation given with the data obtained. In fact, 8 of 12 months fall within that standard deviation of 6 (well, 5.997 but rounding up for obvious reasons). Finally, food and gaming struggle to get funded compared to projects in other categories. According to our data, there inherently have to be factors not mentioned in our data given that drove people away from successfully funding projects in those categories that did not impact others in the information given.

As for limitations, I believe the sample size is limiting. While ample data is provided for crowdfunding campaigns that are in the arts, music, or film & video; there just is not enough given for other campaigns in parent categories such as journalism, gaming, or food to know whether or not they typically hit their goals in funding or are completed at all.

With a dataset like this, a donut chart would prove useful in visualizing the data given. Specifically, when charting out the pivot table that focused on campaigns and whether they were cancelled, failed, live, or successful a pie-chart could prove useful to seeing a larger overview of the campaigns and their outcomes versus each other. While a bar chart does accomplish this in a side by side manner, a pie chart could help to emphasis that data.