**Conclusions**

1. With a total of 344, the number of crowdsourcing projects that were related to the theater was the highest during the time period that was recorded. The number of play projects was significantly higher than the total number of projects in any other category, which was also 344. It may imply that funding is required for theatrical productions more frequently than for other projects.

2. The success rate of projects relating to technology is the highest (66.7%), while the success rate of projects relating to food is the lowest (47.8%). (it should be noted that journalism-related projects are not eligible for participation, as there are only 4 of them) By providing technical details, technology-based projects become more feasible, which in turn causes the market to become more driven.

3. Projects with goals between 15,000 and 49,999 typically have a higher success rate (on average, 85%). Projects with goals greater than 50,000 have a higher risk of being terminated or failing altogether.

**Limitations**

1. The dates of the projects are in the distant future, and as a result, they may not provide accurate and up-to-date insights for fundraising, particularly given the fact that the pandemic has changed people's preference for investments.

2. The dataset only includes crowdfunding projects that originated in a particular platform or region; as a result, it is possible that the results do not accurately represent all crowdfunding projects.

3. The dataset contains crowdfunding projects from a variety of countries, each of which uses their own unique currency; this fact can make any analysis of currency conversion more difficult.

4. It is possible that the dataset needs to provide additional details about the crowdfunding projects. These details could include product details, marketing strategies, or customer feedback; however, this would limit the ability to perform in-depth analyses.

**Extra Research and Analyses**

1. The distribution of funding across different countries or regions A map or graph that shows the distribution of funding across different countries or regions could help determine where successful projects are most likely to be located and whether certain countries or regions are more likely to fund certain projects.

2. A correlation matrix could be used to help identify relationships between different variables in the dataset, such as the relationship between the amount of money pledged and the number of people who supported the project, or the relationship between the country of origin and the result of the crowdfunding campaign.

3. A boxplot of the amount pledged broken down by category Using a boxplot can help visualize the distribution of the amount pledged for various categories of crowdfunding projects and identify which categories have a tendency to receive more funding than others.

**Analysis of Crowdfunding Objectives**

To determine which statistic, the mean or the median, provides a more accurate summary of the data, it is necessary to take into account the distribution of the data and establish whether or not it is symmetrical. A positively skewed distribution, which occurs when a project is either successful or unsuccessful, will have a mean value that is greater than the median value. Because the extreme values have less of an impact on it in the right tail, the median might be a better summary of the central tendency of the data in this instance than the mean.

According to both the variance and the standard deviation, the number of backers for successful projects has a greater range of possible values than does the number of backers for unsuccessful projects. It makes perfect sense, considering the vastly superior ratio of successful projects to unsuccessful ones. There is a high probability that there will be an increase in the amount of variability if the number of projects increases, given that the numbers of backers are fairly unpredictable.



