**Crowdfunding campaign**

This report was compiled with information from a crowdfunding database. According to the resource information provided “Crowdfunding platforms are growing in popularity” so the main reason for this research was to see if the goals could be reached.The overall idea was to find out if it could increase the chances of it being a success.

The information of the graph shows that theatre ,music, ilm and video have almost the same number of successes as the failures. Overally, Theatre, film and video have the highest number of success and food has the lowest number of success.

The limitations of the data set are the countries participating because there are more people in the US compared to the other participating countries. This could mean that there is a bit of bias.

The other tables and graphs that we can use are clustered column charts which can allow us to compare a lot of data and we can also use a pie chart to present the data in percentages.