Conclusions

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

* "Plays" Sub Category was the most Failed and Unsuccessful sub category.
* Out of 1000 (category/sub-category) more than half were successful.
* Goals with less than 1000 had the highest failure percentage.

2. What are some limitations of this dataset?

* Some of the data had to be manipulated to allow us to delve deeper into the data. Category and Sub Category are not very descriptive, and some of the data collected was not even useful for our analysis.

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

* We could make a pie chart or various types of pivot tables to illustrate the data depending on what you wanted to focus on.