**Q1. Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?**

1. In general, there are more successful campaigns.
2. Plays have the highest number of outcomes and the world music has the lowest.
3. There are very few live and cancelled campaigns compared to the already finished one.

**What are some limitations of this dataset?**

The data has outliers (that may need to be repeated to make sure it is real or some problem in data collection)

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

1. I guess we can also do some analysis based on the date created and date ended.
2. We can also do some analysis based on donation in different countries