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

1. People who start to crowdfund campaigns strongly favor donating to plays.
2. Crowdfunding success rate is approximately 50% across all categories.
3. The highest success rate is when the goal is set between 15000 to 25000.

* What are some limitations of this dataset?

1. We are limited to the people who want to donate to campaigns.
2. We are limited to the categories that request more funding than others.
3. We are limited to the years of data we have available.

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

1. Backers count v average donation
2. Percent funded v average donation
3. Length of campaigns