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

This Data - More successful campaigns than failed ones

This Data - Only a few have managed to go live.

This Data - theatre/plays was the most successful campaigns

With crowd funding you can garner a community without your project having to start, hence having early adopters. People usually invest in where there is a lot of buzz (backers), this could mean a good project can be ignored due to the number of backers it has. Having said all this, the data sample does not fully represent crowd funding campaigns as not all campaigns find success.

What are some limitations of this dataset?

Contains unnecessary data like staff pick. The date came through in the form of Unix Time.

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

A pie chart would be visually better when it came to analysing the outcome, backers and goals in each category. A table with different metrics showing the mean/median and mode for the successful and unsuccessful campaigns.