**Crowdfunding Report**

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

* Looking at the stacked pivot charts we can see that approximately half of all crowdfunding is successful.
* Plays alone make up more than a third of all crowdfunding data.
* The arts (film and video, music, and theater) need more crowdfunding. They represent about 70% of the total data.

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

* There were many small goals (100 or less) that were failures that may have skewed the data.

**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 effective at displaying an approximation of the percentages of crowdfunding that were successful or sorting them into the percentage of their respective categories.