1. Given the provided data, what are three conclusions we can draw about crowdfunding campaigns?
   1. From the data we have been provided with, generally, the projects are about 57% more arguable to find success than fail (36%) or cancel (0.057%). However, when looking at the projects as separate entities, there is quite a distinction especially between the successful and failed outcomes. This distinction is that journalism (100%), photography (70%), and technology (70%) had the highest success rates of all categories, while food (52%) and games (48%) had the lowest success rates
   2. After an analysis of the launch date and a campaigns success of the primary categories over the last decade (2010-2020), the month of June had the highest success rate of approximately 63% with July and September close behind at approximately a 62% success rate in comparison to its failed and canceled rates of approximately 36%, 37%, and 38% respectively. On the opposite side, the month of August had the highest percentage of failed/canceled campaigns of approximately 51% compared to its success rate of about 48%.
   3. Theater was the most popular category with over 300 total outcomes, and about a 54% success rate. Film & video and music were second and third with 178 and 175 total outcomes respectively and approximately a 57% success rate in both.
2. What are some limitations of this dataset?
   1. Only 7 countries
   2. Deadline ending so early in the year
3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
   1. Campaign goal and amount pledged
   2. Categories success by country.
   3. Average funding goal by category