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

* The chance of success is higher if there are more campaigns in more countries.
* Games is the one category that the failed percentage is higher than success.
* There are categories in different countries that campaigns have total failures. US is the only country that had campaigns in all the categories and had success in all of them.

1. What are some limitations of this dataset?

* There are no data available in most countries in many of the categories.
* There are still live campaigns to consider.

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

* We could create tables/graphs based on the length of the campaign against success percentage to understand if the length of the campaign had any effects on the outcome.
* We could also create tables/graphs based on number of backers and countries to understand where most of the focus for a specific category should be.