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

*Based on the provided data we conclude that crowdfunding campaigns tend to not be as popular in September, plays appear to be the most popular kind of campaign from the selected data, and no category appears to have an overwhelming success or failure rate.*

What are some limitations of this dataset?

*Some limitations of the data are the fact that it only seems to be data on entertainment related crowdfunding, the dates of the campaigns vary greatly, and the sample size is only one thousand among others.*

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

*Some other charts we could compare are the success rates of staff pick vs non staff picks, number of backers vs the success rate, and number of funds raised by country among many others.*