* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + - Crowdfunding Campaigns for plays are the most risky and rewarding types of campaigns to run
    - Being a staff pick does not mean you will have a successful campaign, as the majority of successful campaigns were not staff picks
    - Being a spotlight campaign increases your chances of being funded compared to being a staff pick by at least 5 times
* What are some limitations of this dataset?

A limitation of this dataset is that we do not know the marketing budget or strategy of the campaigns, market conditions in the respective industry or the competing projects and existing companies innovating in that industry, which all play a factor on the success of a campaign. Another limitations

* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
* One table I think would be helpful is measuring the success of the campaign by spotlight and staff pick by category. These two features are meant to boost the campaign to a broader audience and are typically based off the success of the first 3 days of the campaign.