# Report on Crowdfunding

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

1. Theatre has maximum money gathered.
2. Games has highest failure %.
3. USA has highest amount of initiatives.

What are some limitations of this dataset?

1. The money earned or goals is in different currencies. Hence their value will change over time and the analysis and difference of actual difference between them is relative to market rate for the currency at that particular time.

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

1. I could create based on country which area people are interested in and where failure is less.
2. Month wise trend of activities and their failure or success rate, however for this huge amount of data is required. 1000 rows is not enough.