* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
* What are some limitations of this dataset?
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

1. Given the data provided I would draw these three conclusions:
   1. That any crowdfunding done with film/video, music or theatre will often have the highest success rates out of all the campaigns.
   2. Plays have the highest success, failure and cancellation numbers in comparison to all other campaigns, meaning that this style of fundraising will see the most variance.
   3. June and July are the best months by far to do any type of crowdfunding or fundraising. These months have the highest success at 64% and 62%, while also having low cancellation (3% and 4% respectively) and failure rates (both 33%) as well.
2. Length of campaigns I would say is a limitation, for the data to yield a more accurate result the length of the campaigns should all be the same. This would help to see if longer or shorter event yield better results. I also think that there’s too much variation in the types of events, a better data set should be focused on a specific type of event. Theres no reason to be comparing a concert to a concert to a publishing or a technology based event. Geography should also be taken into more consideration since it affects the type of event, if we want a more focused data set then it should all come from one specific country.
3. I think a pie chart would be good to show the split amongst the different types of events to see which ones are the most popular regardless of success or failure. Another table that tracks what the average goal was would be good to see if there are some events that are just outliers due to the massive dollar goal. It would be good to compare if higher dollar value campaigns are more successful in comparison to lower dollar value campaigns.