Report

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

Given the provided data we can draw these conclusions:

1. Theater, music, and film & video are the most popular categories for crowdfunding campaigns. This suggests that these creative and entertainment-related projects attract more backers and support within the crowdfunding community.
2. The sub-category of "Plays" stands out as having the highest success rate, with over 50% of successful campaigns, and as the overall most popular category for crowdfunding, with sub-categories like audio, radio and podcasts being the least popular.
3. The months of early summer through July experience a spike in successful campaigns, while there is a decrease in failed campaigns during August and September. This could imply that summer is a favorable time for crowdfunding projects.

* **What are some limitations of this dataset?**

Some limitations of this dataset are the lack of external factors such as economic conditions and marketing efforts. Also, more information like the geographic distribution would help understand which regions contribute the most.

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

1)We could create a line graph tracking the time campaigns take to reach their goals. This could provide insights into how quickly successful campaigns gain traction.

2)If we gather some data on backer demographics, we could create demographic profiles and compare them across successful and unsuccessful campaigns. This could help identify which demographics are more likely to support successful projects.