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

1. People have more interesting in funding the theater, which have 344 projects be funded and all of the theater projects are plays, I that 344 projects, have 187 plays had been successful.Also the play get the highest average funding percentage in the whole projects
2. For the game industry people prefer video game than the mobile game
3. The projects start at June and July mostly get more attentions from the funder.

* What are some limitations of this dataset?

The dataset only shows the project success and fail but not shows the detail of the reasons, so we cannot just use this dataset to make a plan helping people get the funding projects get higher rate to success.

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

We can have the table for the simple reason why the projects are success or fail, and also the starter experience in the project current filed and age. Which can provider us the highest percentage of the project go success or go fail, and is that have relative with the starters’ experience or ages?