* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. Crowdfunding is over 50% likely to be successful.
  2. Theater is the most successful category.
  3. Plays are the most successful category.
* What are some limitations of this dataset?
  1. There is a limited number of outcome results for some categories and subcategories. The difference between successful outcomes vs live outcomes is so vase, it can be considered insignificant.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  1. A table and graph to show the outcomes over the quarters of the year. We need to see which categories are successful during the quarter, and in which countries. We also need to know when the highest goals are met and when the most pledges are received.