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

1-The three conclusions that we can draw about crowdfunding campaigns are

* Crowdfunding is a powerful tool for raising money for a variety of projects more than 56 % success rate.
* The highest funded category Theater with highest sub category which is plays.
* The highest performance months was June & July.

2- some limitations of this dataset

- The dataset is only from Kickstarter, so it may not be representative of all crowdfunding platforms.

-The dataset only includes campaigns that were launched between 2000 and 2020, so it may not be up-to-date

3-other possible tables and/or graphs that we could create, and what additional value would they provide –

* Date lunched / deadline date
* How much the percent funded comparing with goal.