**Crowdfunding Report**

1. Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
   1. There were more successful campaigns than failed, canceled, and live combined.
   2. The summer months (June/July) had an increased number of successful campaigns; it is possible that improved weather/climate conditions may have contributed to these outcomes as a variable.
   3. 34% of the entire dataset consists of campaigns that were involved with plays as the subcategory. This population can skew the overall conclusions given the weight of the subcategory in the overall analysis.
2. What are some limitations of this dataset?
   1. One limitation is that the campaigns were conducted in a number of different countries, and different countries may have limitations on the amount of large doners able to back the respective campaigns.
   2. Another limitation is that some campaigns are still live and so the data is not complete as it would be if we were reviewing data after the campaigns were completed.
3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
   1. You could make pie chart showing the amounts pledged by country/currency. This could give you insight into the success/fail/cancel rates and how different nations compare.
   2. You could make a chart filtered by length of campaign using launched and deadline data to compare how the timeframe affected success/fail/cancel rates.