1. **What we can learn from the data**:
   * **Success Rate on Project Types** Some project types, like dramas and documentaries, are more likely to succeed than others.
   * **What kinds of projects people are interested in**: We see a mix of projects, from music to books to technology, showing what people are into.
   * **Which types of projects gets funded the least**: Projects like mobile games and websites seem to struggle more to get funded compared to others.
2. **What the data doesn't tell us**:
   * **Project Details**: We don't know things like how much money they were asking for or how long they were running their campaigns.
   * **Project Time**: Knowing if these projects happened recently or a while ago could change our understanding of the data.
3. **More ways to look at the data**:
   * **Trends**: We could look at how success rates change from year to year.
   * **Compare amount of money to success Rate**: We could see if projects with lower funding goals are more likely to succeed.
   * **Looking at how long campaigns run affects success**: We could check if shorter or longer campaigns do better.