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

1. The Unites States has the greatest number of outcomes of any country by far at around 76%
2. Most of the crowdfunding campaigns were for plays. Over half of those outcomes ended in success.
3. More campaigns ended in success than they did in failure or cancellation.

What are some limitations of this dataset?

The data is heavily in favors the United States. It would make sense to leave the US out and examine areas that have similar crowdfunding numbers, perhaps limiting it to certain geographic locations across the world.

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

1. The timeframe of the data we’ve been provided can be reasonably considered as recent years. It would be interesting to see if there are any trends that have been established within this relatively short time. Crowdfunding for certain projects may have slowed or even ceased within the timeframe. Is the data provided enough for people to draw a conclusion on which crowdfunding is worthile?