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

- Generally, over 50% of campaigns are Successful

- Arts categories (Theater, Film & TV, Music) is the most popular, with the most funds set up. Food & games are the least

- The sub-category of plays was the makes up a 3rd of all campaigns

2. What are some limitations of this dataset?

- Who helped fund the campaigns and how much was contributed by each backer

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

- Success rates per country

- Whether there was a trend between certain countries and category/sub-category

- Whether there is a trend for categories/sub-categories with in certain years