* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. Based on the data provided, the first pivot and visual graph illustrates that there were more successful crowdfunding campaigns with entertainment parent categories. Findings denote that most parent categories were successful totaling 565 but at the same time 364 failed to become successful. parent categories such as theater, film & video and music were among the categories to have over one hundred successful campaigns.
  2. The sub-category data illustrated on the second pivot and graph defines in more detail from the parent category the type of campaign sub-categories that were canceled, failed, live, and/or successful more successful. Findings denote that entertainment sub-categories like plays, & rock music were among the most successful sub-categories solidifying that the parent categories are more likely to have a desirable outcome and supporters.
  3. Outcomes based on a monthly time series does illustrate a normal distribution for canceled, failed, and successful camping’s throughout the year.
* What are some limitations of this dataset?
  1. The data set is limited to 1000 data points with an eleven-year time span which will make the data susceptible to time variance and outliers.
  2. Population by (country, state or county, etc.) would have been a good variable or indicator to take in consideration.
  3. Data factor like weather conditions throughout the year which could have been other determinable of campaigns being canceled, failed, and/or successfulness.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  1. A pie chart or a stacked line graph would be potential tables that could have been utilized.
     + The pie chat would have added value by informing the percentage canceled, failed, and/or successfulness.
     + A cluster column – line graph would have been provided value to the desire findings since it illustrates a more defined successfulness over failed and/or canceled campaigns.