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

July is the most successful month for crowdfunding campaigns.

Sub-category play campaigns have the most success by far.

Game campaigns fail more times than being successful.

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

Pie Charts could give a good visual representation of crowdfunding campaigns. Using filters, you can precisely see how campaigns have performed.