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

1)Based on provided data seems like ratio Failed/successful is approximately 36%/56%.

2) Looking at sheet ‘Data per sub-category ‘ we can see that the subcategory ‘plays’ has the most crowdfunding projects at 34.4%

3) When you look at the sheet ‘Outcome based on goal’; most of the Kickstarter set their asking goal in the range of $1,000 to $9,999.

* 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?

It would be interesting to see which countries support crowdfunding the most and in which categories.

If population of the country impacted on reaching goal faster.

I think that length on deadline is very important too. It would be interesting to see if it impacts how fast projects reached their goal.