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

Crowdfunding is a great way to generate buzz and to kickstart a new product/service as the rate of success is high. Worth a try for companies and individual who wants to test out their ideas.

The entertainment industry seems to have a higher success rate and higher total of campaign comparing to other sectors. It looks like the general public’s interest and support for plays and theaters are which draws in more campaign for that sector.

**What are some limitations of this dataset?**

I think we can to analyze other crowdfunding companies to see if the trends we see with this one is true across the industry.

Some categories in the dataset had very little data. Linking of the above point, it could be that certain industry chooses other crowdfunding companies to do their campaign. That would mean that this dataset does not capture the whole picture of the industry.

**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 analyze the data by countries, we may be able to see a trend in which country has the highest rate of success and what categories each countries successful campaign falls under.

We could also analyze the dates and see what the relationship between duration of a campaign and its success rate.