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

* The figure shows that the sectors that have received the most interest in crowdfunding are the theater, film and video, and music sectors. On the other hand, the least sectors are journalism and photography.
* The United States accounted for the largest share of total crowdfunding, at 75% of the total funding, compared to the countries under comparison, as shown in the table.
* One of the most interested subcategories in crowdfunding is the games category, which accounted for 34% compared to the rest of the subcategories.

What are some limitations of this dataset?

* The data does not cover all sectors, there are sectors that are not covered, such as the industrial, financial, construction sectors, and others.
* There is no data that gives indications about the reasons for the failure of Crowdfunding.
* We may need more data about Crowdfunding backers.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

The need for additional tables depends on the analyst's goal. Each analysis has specific data and tables needed that help in decision-making. For example, if I have an interest in studying campaigns that failed and those that succeeded, I need to have a table or graph that shows this relationship.