1. 3 conclusions that can be made
2. Plays make up a significant portion of crowdfunding campaigns compared to the other categories
3. Food and games tend to have lower rates of success while technology and photography tend to have higher rates of success
4. Crowdfunding campaigns seem to have lower success rates in August
5. Limitations of this dataset include lack of information of how funds are to be collected so we can see how different campaigns might be using better or worse strategies. We cannot see the progress of the outcome, seeing this could help us understand where things went wrong.
6. A graph of percent funded by category could be used to see more in depth of how campaigns were successful or failed. Average donation per category too see which categories got the most per donation could be useful to show what to expect and what goals to set per category would also be useful.