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

* There were more campaigns for film & video, music and theater.
* With the exception of games, all other campaigns had more successful campaigns than failed ones.
* In the month of July there was a pick of successful campaigns.

What are some limitations of this dataset?

* There is no information that could help us understand what influenced backers to support the successful campaigns

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

* A table to show the duration of each campaign to determine if there is a relation between how long the campaign is active and successful rate.