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

Crowdfunding is overall successful(565 successful vs 364 failed project out of 1000). Among all the category, Play in Theatre is most applications and successful outcome. Success rate in July is highest vs lowest in August.

* What are some limitations of this dataset?

Currency in the data set is not standardised. The value can not be standardised due to transaction happening at different time with different exchange rate.

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

We could see which category attracts more money if we pivot against category and pledged filtering to outcome.