* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + Increasing crowdfunding campaigns tend to be successful rather than unsuccessful.
  + Crowdfunding for theater projects, specifically plays, tend to be popular and more successful. However, if you calculate the percentage of total campaigns and failure ratio, it also has the highest percentage of failures.
  + About 43% cannot reach to the goal amount for crowdfunding, and about 57% meet their goal of crowdfunding.
  + Those who want to raise $50,000 or more had least ratio of meeting the goal..
* What are some limitations of this dataset?
  + Some limitations on this data are failing to explain why some crowdfunding campaigns cancelled or failed.
  + There could be more specific categories compared to the sub-categories listed. For instance, food trucks is supposed to be a sub-category. But what types of food trucks tend to be successful or failed? Does this result in the failure to raise money?
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + Create a pivot table to reflect by category, and did the time they launched to the deadline, bring in crowdfunding that was more successful or not? Did projects with a short deadline have more chance to fail?
  + What was the average time from launch to deadline by category? This contributes to be useful for people who aim to utilize crowdfund to reach certain goals.
  + What was the average financial goal, per category and sub-category, to get those thinking about starting a crowdfunding campaign ready?