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

Crowdfunding data used in this analysis provided opportunity to dissect into the various campaigns which is categories into nine major campaigns. Based on the results we can conclude that the top three most successful campaigns are in a category of theater, film and video and music. From the data it can be concluded that theater is by far the most prevalent category, which leads there to be a peak in crowdfunding from May to July. The second conclusion from the data is that the later years of the campaigned have many more campaigns when compared to the onset of the campaigned. The third conclusion we can draw from the data is the fact that the music category tends to be the most successful parent category but also has the lowest average funding goal.

1. **What are some limitations of this dataset?**

The crowdfunding campaign do not have any metrics that describe the success of each industry/category/sub-category during the covered period. In my considered opinion to fully examine and analyses the data having data that shows whether each industry/category/subcategory does well or poorly during the relevant time periods. Having this data would help account for external factors that affects the outcome of the results. Therefore, having the data might help us account for external factors while analyzing the data. Another limitation is that the dataset does not have much information on what donors expect to receive in exchange for their donations such as a t-shirt, hats, or any incentives for their contributions. When there are incentives on a campaign the end results are predicted to be higher.

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

Some other possible tables that can be created are tables showing the most successful categories verses sub-categories in comparison with the most unsuccessful campaigns. Having also graph’s that displays how each category is broken down into its significant sub-categories that shows which organization is successful and unsuccessful.