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

From the data given the best time to start a crowdfunding campaign would be from April through July this seem to have a correlation to the idea the people want to get out of the house and go see a play the winter and beginning of the year seem to be the worst time to start

Music and film and video had the highest amount of donations but also had a much higher rate of failure plays asked for a lot less money but failed just as much less

Jackson Inc. had some of the most success out of all the sub categories the wearables was one of the major being film and video this was a major outlier this could have changed the way data set looked on the graph looked in the long run it might be a good idea to remove some of the major outlines to see if the data and graphs might look different.

* What are some limitations of this dataset?

It has a limited number of years and as well as only being a small portion of the over all larger data set that is crowdfunding by only taking a sample this allowed us to work with the smaller data set and make a conclusion, but this could only be a small part of it other searches could uncover a 100% out come then this project

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

We could use a histogram that uses subcategories that would bind them by year to see if the subcategories trend is just a year-by-year case or has it grown over time