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

From the first pivot plot, it is clear that the largest number of crowdfunding projects are made for plays.

Additionally, about half of these are successful, while the other half fail or cancel.

From the second pivot plot, it seems that crowdfunding projects start throughout the year. Maybe a little more of them start during the summer.

1. What are some limitations of this dataset?

One limitation is the fact that this dataset includes crowdfunding projects that have different time length from beginning to end. So comparing some of the failed projects to successful projects may not be fair.

Also, there is not a lot of information on the effect of the spotlight in the dataset. It is unclear how long each project had a spotlight.

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

I think we can make a pivot table or graph that compares outcome and how high the goal is. This would show us if larger projects or smaller projects tend to be more successful.

Another pivot table that could be made would be to compare outcome and the length of time before the deadline. This would show us if having more time makes crowdfunding projects more successful.