1. **Given the provided data, what are three conclusions we can draw about crowdfunding campaigns?**
2. It appears that the Theater category has the most successful outcomes in crowdfunding out of all parent categories. This is due to the sheer number of crowdfunding data provided of this category. Most of these successes are in the USA.
3. Upon further analysis of comparing the outcomes by categories using percentage, journalism had a 100% success rate. Journalism had only four campaigns and all were marked as successful.
4. Out of all subcategories, it appears that the Plays subcategory has the highest number of successes. Plays also has the highest number of failed campaigns and canceled ones as well.
5. **What are some limitations of this dataset?**
6. There is not a lot of data available on other categories for crowdfunding, such as journalism and video games.
7. The data could be biased based off the number of crowdfunding campaigns per category. For example, journalism had only four campaigns and a 100% success rate, which is significant to the category. When compared to other campaigns however (such as theater, with 344), this number seems like an outlier.
8. **What are some other possible tables and/or graphs that we could create, and what additional value would they provide?**
9. A table that could be provided for the Category outcomes and Subcategory outcomes data analysis is a percentage bar graph comparing the successful and failed campaigns in relation to the total number of campaigns within the category. For example, this would demonstrate that, although the Theater category has the highest number of successes, in comparison to how many failed campaigns it has, it has a 59% success rate. This was opposed to journalism, which had only four campaigns, but through percent analysis it showed a 100% success rate.