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

1. Crowdfunding campaigns tend to succeed more/fail less during summer months (June and July)
2. Most crowdfunding campaigns are in the visual arts (film & video and theater).
3. Games are a volatile campaign category as they are equally likely to fail and succeed.

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

I want to see a value of money raised per month the campaign is open, or a trend of money raised in each month that the campaign is open to track whether a certain length of campaign leads to diminishing returns. I also want to see if any campaigns started slowly, but eventually succeeded by simply remaining open longer.

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

Based on my answer above, one limitation is that I don’t have data about money raised in each month of a campaign, so all that I could calculate is the average across the length of the campaign. However, since the value of products varies, this wouldn’t be a value to compare across categories.