* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. Per Category, it shows that successful campaigns have backers on all types of categories with drastic difference in numbers of backers in comparison to failed campaigns. Failed campaigns have categories where there is no funding from backers.
  2. Theater/Play is a popular category based on the number of backers for both failed and successful campaigns. While Metal is a subcategory where it’s the least number of backers from both failed and successful campaigns.
  3. The higher number of backers a campaign receives the higher chance of successful campaigns and better chance of achieving the funding goal.
* What are some limitations of this dataset?

1. It doesn’t show the full information of the campaign, why it’s not popular or popular to backers.
2. The pledge currencies are different and will hold different values if standardized/converted.

* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  1. Include conversion of funding into a standard currency to better evaluate funding goal.
  2. Create a graph showing amount of funding received/pledged.