1. Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
   1. Journalism being an outlier with minimum projects and where there has been no bad project (Canceled or Failed)
   2. From June-August, so mid-year, we see a spike in failed projects. Successful projects come to a slow down then pickup late quarter 3 to quarter 4.
   3. Theater/Plays seem to be the most crowdsourced project with a maximum of 344.
   4. Quarter 1 and 2 seem to be where most successful projects have a deadline.
2. What are some limitations of this dataset?
   1. Some limitations of this dataset are missing countries, other areas can be hosting their own crowdsource projects.
   2. Determine how often the project updated their backers. (For Example: Projects on kickstarter post updates throughout the life span of the crowdfunding goal. I believe number of status updates will have a correlation on a successful project than a lesser updated project)
   3. We do not have a domain for these projects. Could be hosted on different sites, yielding different results.
   4. Quantity from different years
3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
   1. We could create a box and whisker plot to determine the backer count outlier and average quartile for successful/failed projects.
      1. This will be able to give us an insight on backer count and the confidence in projection of the project being successful or not.
   2. We can also create another graph containing country as axis labels determining if region is showing any indicator.