* + **Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?**
* There were more projects/campaigns on Theater, Fil & video, and music it generally seems more investment in entertainment.
* By far, the highest investment in Plays (theater) was over 50% successful
* Generally, the rate of success, failure, and cancelation on projects followed a same trend.
  + **What are some limitations of this dataset?**
* More categories / sub-categories may provided
* No data provided regarding the size of campain
  + **What are some other possible tables and/or graphs that we could create, and what additional value would they provide?**
* We can run an analysis based on country to see how the rates are different in different countries
* We can run an analysis based on DATE to see how the rates are different on different launch dates. That may explain some economic facts based on years.